TROPICO 2
PIRATE COVE

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How to Be a Pirate King

Avast! Do ye long to rule over the salty sea scum of the Caribbean? Do ye dream of plunder, pillage, and groggy brawls in the moonlight? Is yer idea of heaven a parrot on one arm…and a wench on the other? Well then, matey, ye've come to the right place. *Arrrrrrgh!*

Okay, stop groaning. We promise, no more "pirate-speak" for the entire rest of the book.
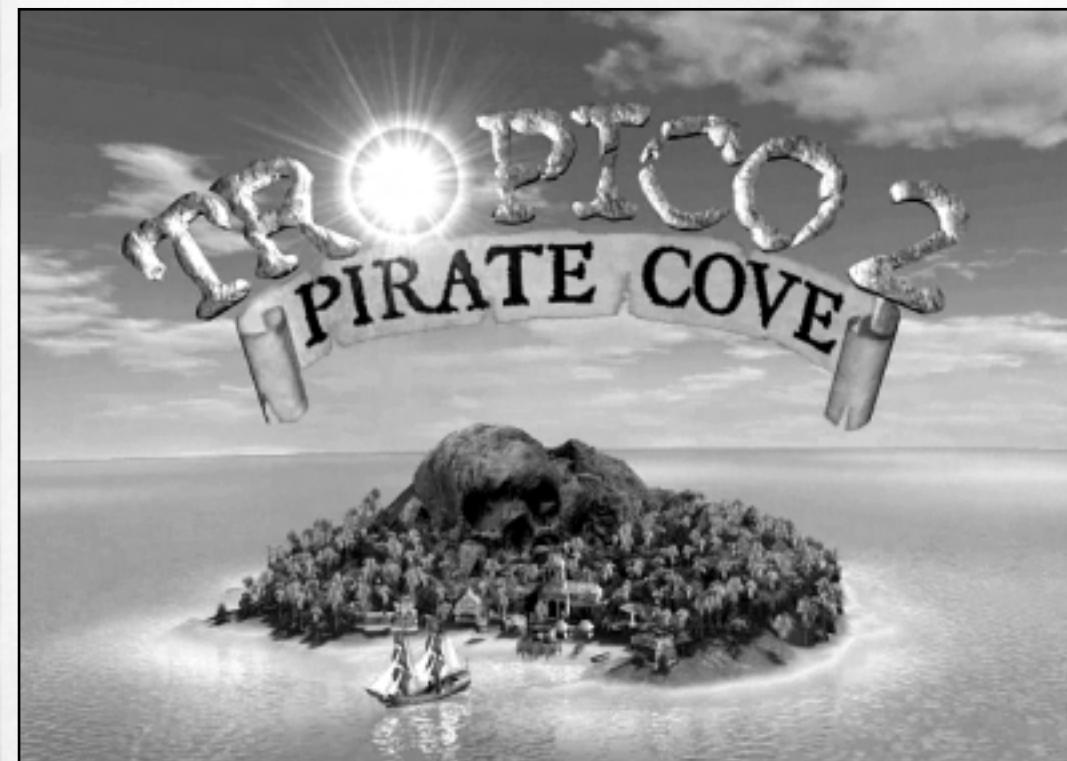
1-1.   *There's an island somewhere out there in the Caribbean waiting to fly your flag.*

Welcome to the official strategy guide for *Tropico 2: Pirate Cove*. And when we say "official," we mean exactly that. Most of the tips and tactics herein come directly from the game's design, testing, and production teams.

Direct access to "the horse's mouth" is always a good thing, of course, and in this case it gives you an intimate look under the hood of *Tropico 2*. We even take a peek at the scripting engine and the "Satisfaction Algorithm" that keeps your pirates happy and your captives resigned to their fate.

But don't let that scare you off.

1-2.   *And a hearty hey-ho to the Frog City design team for building a game that dares to plunder.*

All of the game strategies provided are straightforward and extremely easy to implement in your own play. Readers, please give a round of applause to Bill Spieth, the *Tropico 2* lead designer, and his Frog City team of piracy enablers, not only for their wonderful game, but for the generous help they offered in crafting this book.

Now let's deal with some very important preliminary issues.

First, Read the Manual

This strategy guide is not meant to be a substitute for the manual. In fact, this book assumes you've already read the manual and thus know all of the *Tropico 2: Pirate Cove* controls and interface options, as well as understand the basics of game play.

If you haven't read the manual, please obtain a cup of java and sit down with it. Go ahead—we'll wait right here at the end of this paragraph until you get back.

We urge this step because the *Tropico 2* manual is very well written and thorough. In many cases, it goes beyond the mere mechanics of game play and offers plenty of sound beginning strategies, an unusual phenomenon as game documentation goes.

1-3. Read the Tropico 2 manual! It's a treasure trove of information.
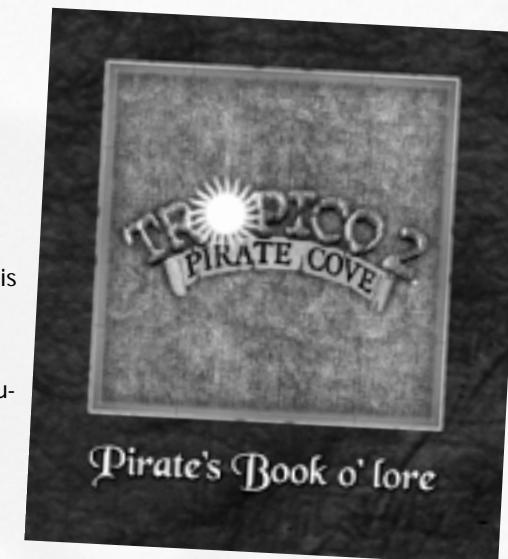
Second, Read the "Readme" File

A very helpful file named "ReadMe.rtf" (or "ReadMe.txt") is located in your Tropico 2 game folder. Open and read it. It's chock full of useful knowledge, including recent information about the game that didn't make it into the manual. Some of the ReadMe information about setting up the game on your hardware and other advice is valuable enough to review quickly here.

Note: If you've already read the ReadMe file, we're very proud of you, and you can skip ahead to the next section.
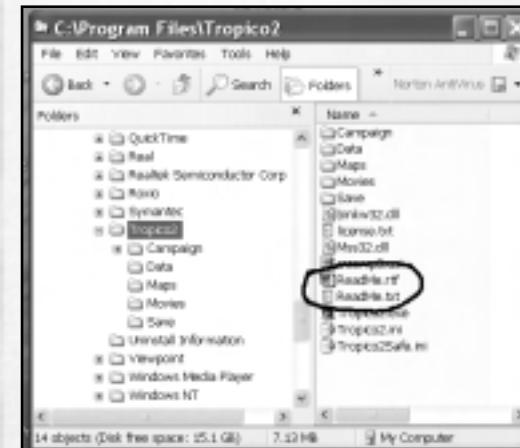
1-4. The Tropico 2 "Readme" file brings the manual up to date and adds some golden nuggets of strategy to boot.

Safe Mode Start

If you have problems starting the game in the normal fashion, try to launch it using the Start Menu shortcut "Start In Safe Mode" or the batch file of the same name in your Tropico 2 folder. This starts the game in software rendering mode with most of the performance-intensive options turned off.

Once the game starts, change settings to find the best appearance/performance mix for your system. When you exit the game, your selected settings are saved for future gaming sessions; there's no need to start in Safe Mode again the next time you play.

Frame Rate Display

Toggle the frame rate display in the game by pressing *Ctrl-Alt-F*. Obviously, the higher the fps (frames per second) rate, the better. This can be very helpful when determining the correct game settings for your system.

1-5. Toggle on the frame rate display (upper-left corner) to check your game performance with different options.

Game Options

During the game, click the Game Options button (or the *Esc* key) to access the Game Options dialog. From there, click the Change Settings button to call up the Settings dialog.

Just move the cursor over various options to get concise descriptions of each at the bottom of the screen.

Graphics

Choosing the correct graphics settings for your hardware setup will result in optimal game play performance. Again, it is helpful to toggle

on the frame rate display (press *Ctrl-Alt-F*) to better judge the effect that various settings have on the performance of your system.

1-6. *Change Graphics and Level of Detail options to speed up your frame rate if the game is running slow.*
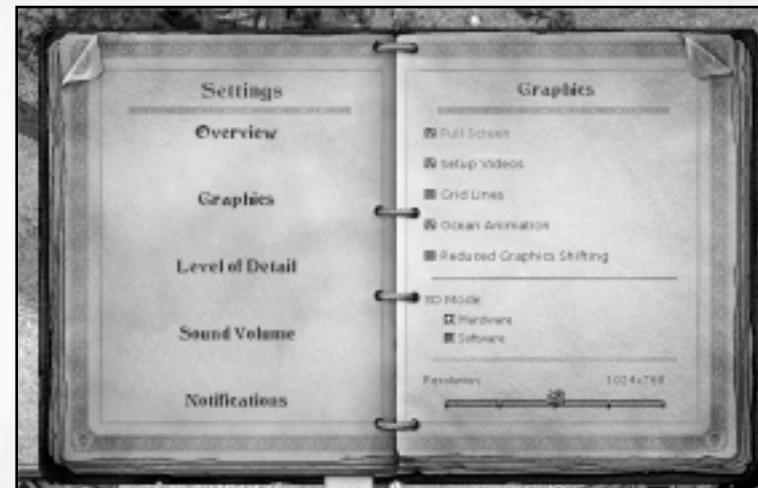
Note that checking the boxes for Grid Lines and/or Ocean Animation will result in a somewhat slower fps rate. And the Reduced Graphics Shifting option impacts performance differently on different systems. Try both settings to decide which one will give you the better frame rate.

3D Mode

Hardware is the preferred mode here, as the game should run much faster with hardware support, that is to say, a 3D graphics accelerator card. While Software mode is more compatible and safer, it is also *significantly* slower. If you experience problems in Hardware mode,

Level of Detail

The various sliders in this section allow you to set the zoom level at which certain elements and effects of the game will not be displayed anymore. You can use the Overall slider at the very top to find a good initial setting for your system, and then fine-tune that setting to your liking.

please try to install the latest drivers for your graphics accelerator before falling back to Software mode.

Resolution

Changing the screen resolution trades graphic quality for performance. A lower resolution provides the biggest single boost to your frames-per-second rate. Try various resolutions for the best compromise on your machine.

The game's default resolution is 1024x768. Resolution can also be switched on the fly during game play by using the *F6* and *F7* keys.

The Border slider at the bottom puts a black border around the display of your island that thickens as you move the slider to the right. A thicker border means better performance at the cost of seeing less of your island. Using a border can make the game smooth even on very slow machines.

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Third, Play the Campaign

The normal approach in a strategy guide is to give you the basics first, expand into more challenging strategies, and then walk you through the game's missions or scenarios. But in the case of *Tropico 2*, the 16 sequential episodes of the Campaign are cleverly designed as a kind of expanded (and *very* challenging) tutorial.
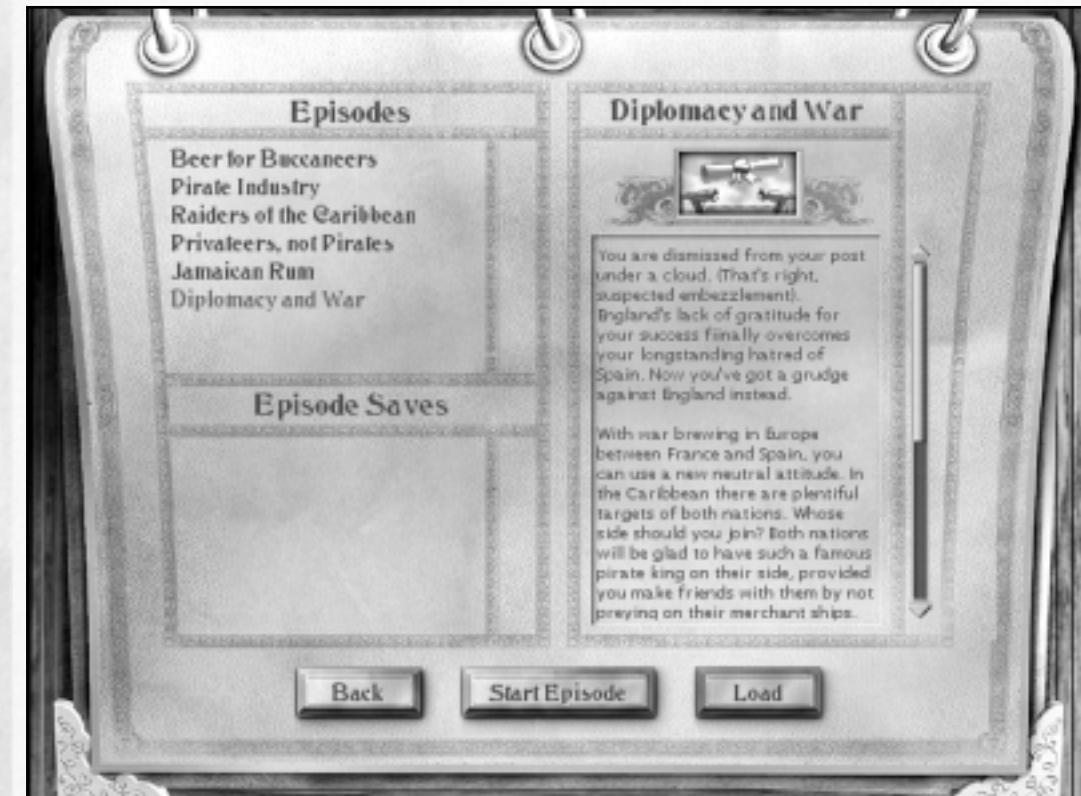
1-7. *The Tropico 2 Campaign episodes are scripted to gradually unveil the full complexity of the game.*

We strongly suggest you play through the Campaign before you tackle Sandbox play or try scripting your own scenarios. That's why we asked the designers to walk you through their Campaign in the very next chapter,

Chapter 2: Campaign Strategies. The episodes are not only fun to play, but also introduce you gradually to every major aspect of *Tropico 2* game play.

Cheat Codes

Pirates are, by definition, morally challenged individuals. So it seems only appropriate that we kick off this *Tropico 2: Pirate Cove* strategy guide with a list of cheat codes. After all, what kind of pirate game wouldn't let you cheat?

PRESIDENTIAL TIPS

Rachel Bernstein, President of Frog City Software, offered us a few tips on adjusting game settings:

To make the following changes, open the "Tropico2.ini" file in your Tropico 2 game folder. In most cases, just double-click on the file. If you have Microsoft Notepad, the file should open. If that doesn't work, use a word processing program like Microsoft Word to open it.

Then find the following settings:

PlayOpeningMovie=1

The current setting of 1 triggers the opening movie every time you boot up the game. But if you change the setting to 0 (zero), you can automatically skip the opening movie instead of having to hit the space bar to cut it off. It's a lovely movie, but how many times can you watch any movie?

AutoSavePeriod=1000

If you change this value of 1000 to a higher number, the AutoSave function happens less often during the game. If you make the value lower, AutoSave happens more often unless you set the value to 0 (zero), which turns off the AutoSave function altogether.

Don't forget to save the file after you make any changes.

To enter one of the following *Tropico 2* cheat codes, hold down both the **Ctrl** and **Shift** keys, type in the code exactly as it is spelled in the list below (they're not case-sensitive), and then release the keys.

BOOTY

Adds $2000 to your working funds—that is, to the island treasury, *not* to your hoard.

TIMBER

Adds 100 lumber to the first Sawmill placed on the map.

GOAPE

If a pirate is selected, he/she becomes enraged.

GOFORIT

If a captive is selected, he/she tries to escape.

FREEBUILD

Normal building rules are suspended. Construction is instantaneous. Any building can be placed anywhere, regardless of terrain or road connections, with no prerequisites required. No rules are checked. Game rules such as uniqueness of building are ignored. You can even build structures on water, although why anyone would want to do such a thing is beyond us.

NORMBUILD

Normal building rules are reinstated—whew!

BRITINV

Triggers an English Invasion.

FRENCHINV

Triggers a French Invasion.

SPAININV

Triggers a Spanish Invasion.

LOSEIT

Triggers automatic game loss for the player. Ends the game.

WINIT

Triggers automatic game win for the player. After you reach the results screen (awarding a Gold Medal victory), you can either end the game or continue playing the current game.

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Keyboard Shortcuts

Here's a list of convenient keystrokes that can make life in *Tropico 2: Pirate Cove* much, much easier:

Keystroke	Action
Pause/Break	Pause game
Q	QuickSave
Alt	Show hot key assignment panel
Alt+[0 through 9]	Assign hot key to building or person
0 through 9	Center on assigned building or person
G	Toggle grid lines
T	Toggle trees
L	Bring up the Island Log
M	Show Strategic Map
C	Toggle Construction Options panel
E	Toggle Edict Options panel
O	Toggle Overlay Options panel
R	Show current resolution
F6	Switch to next lower resolution
F7	Switch to next higher resolution
Z	Show current zoom
- (NUMPAD)	Zoom out
+ (NUMPAD)	Zoom in
1 through 9 (NUMPAD)	Scroll map
Arrow Keys (NUMPAD)	(With [NumLock] on) Rotate map counter-clockwise
Backspace	Center on subject of current circle window alert

Four Fundamental Strategies

As mentioned above, in putting together strategies for this guide, we had the pleasure of consulting directly with the game's designers and producers. Interestingly enough, four key players on the *Tropico 2* team have developed four very different (and highly successful) ways to win *Tropico 2* scenarios.

This fact underscores an important point about the basic design of *Tropico 2*. The beauty of this game is that there's no single way to win. Very different strategies—sometimes even *opposite* strategies, as you'll see—can lead to equally successful conclusions.

Read this section carefully. It just might be the most interesting in the book.

The "Happy Pirates" Strategy

Bill Spieth is the lead designer for *Tropico 2: Pirate Cove* and, again, he's also a generous contributor to this book's inside look at the game. His personal approach to playing *Tropico 2* focuses primarily on the overall happiness of his pirates.

"I invest heavily in my pirates as soon as possible," he says. "You need your iron and timber industries up and running quickly, of course, so you can outfit ships for plunder. But I pay equal attention to entertainment facilities and housing for pirates in the early going."

1-8.   One overall strategy is to focus on happy pirates. Shoot for an Average Happiness rating over 75 percent to really maximize victory points.
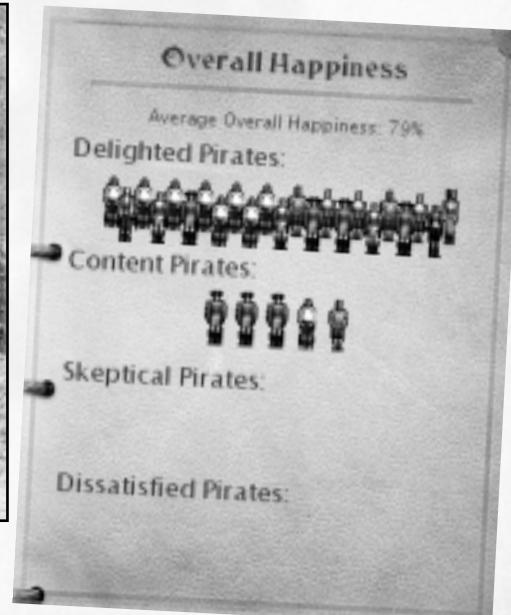
Spieth also defers the building of his personal hoard until late in the game. He prefers to lavish his money on enhancing pirate satisfaction at ever-higher levels. His goal is to get his pirates living in fine Pirate Houses and Estates, feasting in Inns, and frequenting Casinos and Brothels while swilling fine rum and puffing cigars. These satisfying activities make his pirates *very* happy.

Over the long haul, Spieth's island treasury swells from charging rich, high-ranking pirates for their vices. By the late stages, when he finally starts stashing the maximum into his Pirate Cave, the gold rolls in fast from all the happy high rollers on the island.

In the end, a population of satisfied buccaneers translates into a lot of victory points. But keep in mind that really big happiness requires some elbowroom; this strategy works best on medium or large sized islands.

The "Life Is Cheap" Strategy

Franz Felsl is the producer on *Tropico 2: Pirate Cove* for Pop Top Software. Felsl's approach to island rule is much the opposite of Bill Spieth's. His focus from the very beginning is on his own Pirate Cave stash. "I really don't care if my pirates are happy, as long as they don't knock me off," he says.

Indeed, Felsl spends very little gold on pirate housing or entertainment, instead funneling as much income as possible into his personal fortune. This strategy absolutely abhors pirate schools or rank advancement. After all, high-ranking pirates require ever more expensive haunts and digs in order to stay happy.

"When my pirates get picky, it's time for them to die," he says without a shred of remorse. "If the sea doesn't get them, I make sure an assassin does."

1-9.   The "Life Is Cheap" approach is all about you and your personal Pirate Cave stash. Press Gang a bunch of lowly pirates to do your bidding for cheap.
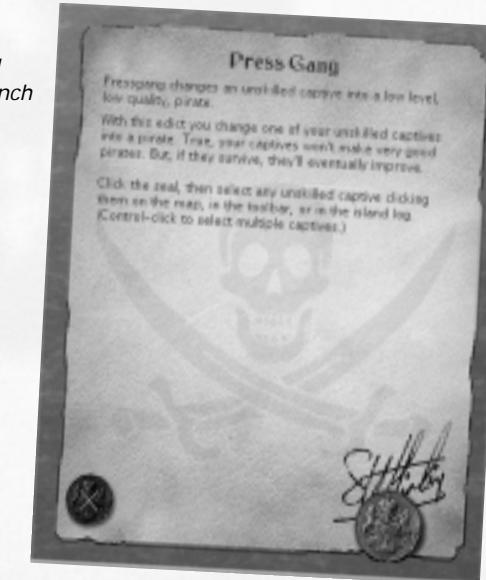
Felsl's fleets feature lots of cheap little boats like Snows or Schooners. He sets each ship's plunder share setting to Miserly, so almost all loot taken comes back to him. He sends boats out frequently, often cutting short the crew's shore leave, and he rejoices if ships sink and thus terminate the advancement of experienced pirates. Felsl replaces his losses via the Press Gang edict, keeping his pirate force filled with bumbling, low ranking buccaneers. Again, he spends very little on growth, development, or upgrades.

Franz Felsl's "Life Is Cheap" strategy works best in shorter games, where it can be adapted to islands of all sizes. In longer games, it gets more difficult to halt every downward spiral of pirate satisfaction and fend off coups.

The "Monster Island, Monster Fleet" Strategy

Ted Spieth is Bill's brother and a co-designer of *Tropico 2: Pirate Cove*. Ted has developed a strategy that can really flourish on a large island in a long game, scoring impressive tallies of victory points.

Like his brother, Ted minimizes his own Pirate Cave stash to focus spending on island development. But his emphasis is less on pirate happiness and more on pirate skill. The goal: use the big island's vast store of lumber to slowly build a powerful, unbeatable armada of five or six Galleons manned by highly skilled crews.

1-10.   The "Monster Fleet" strategy requires patience, relying on really big boats and skilled pirates.

This approach requires a lot of patience. "You have to train and educate your pirates," he says. "And it takes a long time to develop an island that can support and supply a monster fleet."

But, boy, the payoff is well worth it. With a fleet of Galleons, you can amass captives and plunder very, very quickly. Plus, you simply scoff at "dangerous" seas. In fact, even French, English, or Spanish naval vessels seeking to halt your piracy pose little threat to your big boys, especially if you deploy them in groups into the same sea regions so they can protect each other.

Again, because it can be so time-consuming to follow this approach, it works best in longer games, with 20- or 30-year time limits. But ruling the seas with raw power can be a very heady experience for a pirate king.

The "Small Island, Elite Pirate" Strategy

Jan Lindner is involved in production at Frog City. His particular strategy is similar to Ted Spieth's—go for quality over quantity—but it's more suited to games on smaller islands, where every tree is precious and your harvest must include no waste.

"I build just enough pirate entertainment to satisfy the crews of one or two ships," says Jan. "But these guys are precious investments. I lavish a lot of attention on them, raising their skills and ranks and making them as satisfied as possible."
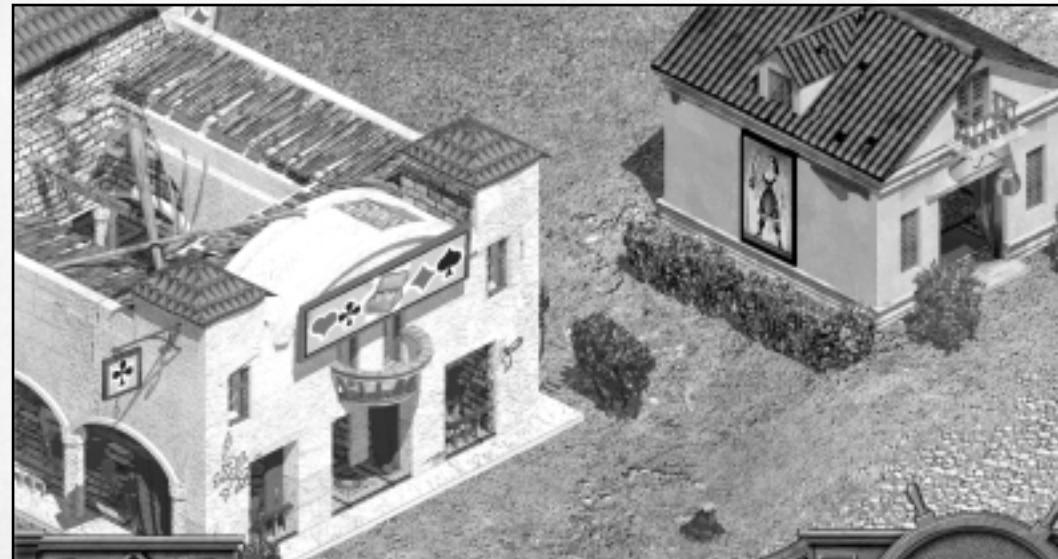
1-11. An "Elite Pirate" strategy focuses on finding a few good men and making them even better at pirate schools. You'll also need to keep your elite ranks happy with high-level entertainment.

Limited lumber on smaller islands makes it hard to build a Galleon or even Frigate. But well-skilled pirates in a Brigantine or even a Sloop can be very formidable and hard to beat. The key: Establish schools to train your pirates, and cater to your elite ranks by building high-level facilities such as a Casino or Courtesan & Spa. Also place enough Pirate Housing Plots so your crews can start upgrading to more lavish digs.

Naturally, such an approach has a downside. Losing a ship full of skilled, high-ranking pirates can be devastating, and a small island's restricted resources and industry can make it hard to replace such losses. But the more experience and skill your crews gain, the less likely you are to lose them.

1-12. Keep pirates happy and captives resigned, or you'll end up on a raft with a chest full of coconuts.

One other problem can arise with Jan's "Elite Pirate" strategy. Successful cruising can bring in too many new pirate recruits and Wealthy Captives, all of whom compete with your crews for island entertainment facilities. Of course, you can just ransom Wealthy Captives the moment they arrive on your Dock—the extra money is nice, too. And when overcrowding is a problem, it pays to be ruthless with extra low-ranking pirates—assassinate them!

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Chapter 2
Campaign Strategies

Playing the Tropico 2 Campaign is easily the best way to learn the ropes in *Tropico 2: Pirate Cove*. Carefully calibrated to ease you into familiarity with all of the game's features, the Campaign episodes build your knowledge base as they gradually become more and more challenging.

The strategies in this chapter are based on notes and input from Bill and Ted Spieth, designers of *Tropico 2: Pirate Cove*. We expanded those considerably for the first 10 episodes, giving you a step-by-step guide to island planning.

By the time you reach the final "tier" of episodes (11 through 16), you should have extensive knowledge in and experience with the fundamentals of pirate economy. So Bill Spieth provides you with some valuable but more general blueprints for success in those final missions.

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Introductory Episodes (1 and 2)

Welcome to the Campaign. These first two episodes are really just extensions of the Learning tutorial. Both require you to master simple construction tasks. Both are good training for the early steps you'll take in most any *Tropico 2* scenario.

Since there is no risk of pirate ship loss, players succeed by getting their lumber made at the Sawmill, and then constructing the buildings indicated on the Victory Conditions page of the Island Log (under Goals & History in the log's Table of Contents). Smitty, the all-purpose advisor, jumps in to remind you what needs to be done.

Episode 1: Beer for Buccaneers

In the opening episode, you're asked to build a Brewery and Smuggler's Dive within a year. Your island already has a Sawmill with some lumber ready to go, plus a Corn Farm and a Chuck Tent. Drop a Construction Tent next to the Chuck Tent, and put a Timber Camp next to the Sawmill.

Victory Conditions

While serving out a penal term on a small plantation, you meet fellow-convict Charlotte De Berry, who claims to be a famous mutineer and pirate. Although you don't believe her claims, she's more attractive than your daily grind of forced labor, so you flee the plantation together on a wrecked and leaking schooner.

The only island you can reach before sinking is the home of some needy buccaneers. Charlotte can navigate to Hispaniola for repairs, but she'll need help pumping out the leaky hull first. The buccaneers readily agree to cooperate with you as long as you help them obtain some beer first.

Gain the allegiance of the three buccaneers by building a brewery and a smuggler's dive where they can go to drink the beer.

Get the buccaneers some beer within one year, and earn your bronze medal. After that they won't help pump out your leaking ship. You'll

2-1. Setting and victory conditions for Episode 1: Beer for Buccaneers.

2-2. Begin Episode 1 by putting up a Timber Camp near the Sawmill and big trees, and then add a Construction Tent next to the existing Chuck Tent.

2-3. A Gold Medal Victory comes in mere minutes if you build the correct structures right away.

Now construct the Brewery on the dirt lot across the road from the Corn Farm. When your lumber count gets back up to 8, build a Smuggler's Dive on the smaller dirt lot down the road near the water. Bingo! Victory.

Episode 2: Pirate Industry

This episode gives you 18 months to build up the standard production infrastructure you need to succeed in any mission. You're still on the same island, and the basic stuff (including the Timber Camp, Brewery, and Smuggler's Dive you built in the last episode) is in place.

Victory Conditions

Although they were a bit uncoordinated, the well-oiled buccaneers helped you and Charlotte pump out and patch the leaking schooner. Charlotte sailed off to Hispaniola for repairs.

Build industries to supply the ship with rations and weapons when Charlotte returns. You'll need a sea ration factory, an iron mine, a blast furnace, and finally, a blacksmith to produce cutlasses. You'll also need a dock for the repaired ship. Before she left, Charlotte insisted that you finish all these chores before she returns in 18 months.

2-4. Setting and victory conditions for Episode 2: Pirate Industry.

Build Fleet Support Facilities

Start with a Construction Tent, putting it next to the Chuck Tent again. Next, let's build the Sea Ration Factory you'll need for your future nautical exploits. Click on the Construction Options button, select Nautical, and then click on the Sea Ration Factory. If you have 10 lumber, build the factory on the dirt lot directly across the road from your Pirate Palace.

This is a good location because the palace's Order aura will affect the captive factory workers; so will the Fear and Order emanating from the nearby Stockade.

2-5. Ships can't set sail without sea rations. This factory is always a top priority construction project.

Remember to place buildings with their doors facing the road, if possible. You can rotate many buildings before placing them. Just click the Change Orientation button in the lower-right corner of the structure's icon in the toolbar (see figure 2-6).

Next, build a Dock. You only need 5 lumber for this, but you must place the Dock in the water and precisely aligned with a road running to the shore. Rotate the Dock using the Change Orientation button (see figure 2-6) to line up the Dock's ramp with the road.

Now you've got what you need to keep a ship sailing. But pirates, of course, do more than just sail. They also plunder. To plunder, you need weapons. And to manufacture weapons in 1651, you need an iron smelting industry.
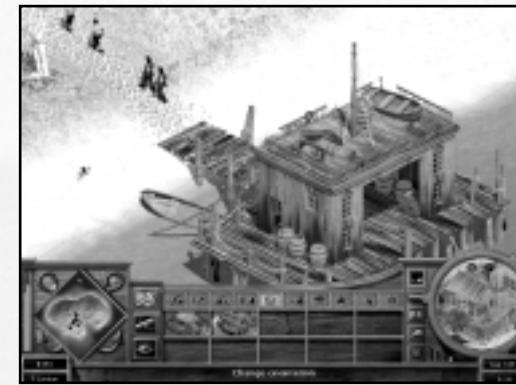
2-6. *Align the Dock's ramp with the road running down to the water's edge. To rotate the template before placing the building, click the Change Orientation button in the lower corner of the Dock icon.*

Develop Iron for Weapons

From the Construction Options menu, select Resource and then click on the Iron Mine icon. This automatically toggles on the Iron Deposits overlay. The red areas on the map are iron poor and not worthy of consideration. But note the nice green patch up the hill behind your Pirate Palace. This patch is rich in iron deposits and a good location for an Iron Mine.

When you have the 10 lumber necessary, place the Iron Mine on the dirt lot just up the road from your Stockade. Put it at the *edge* of the green area. Never place a mine right on top of the green—that cuts off access to the best deposits!

After more captives flood your island from shipwrecks and the like, consider adding a second Timber Camp to speed up the supply of wood going to your Sawmill.

Now you need a Blast Furnace to smelt the iron ore into pig iron. You'll find it in the Construction Options menu under Production. It's big, requiring 20 lumber to build. Place it anywhere along the road running from the Iron Mine straight to the Dock. Next, build a Blacksmithy (also found under Production in the Construction Options menu) along the same road, between the Blast Furnace and the Dock. In this case, it should tuck in neatly between your Blast Furnace and Stockade.

Important: The idea here is to line up your iron/weapon facilities from the Iron Mine to the Dock *in order of the production process*. The structures don't necessarily have to be close together (although that can make your zoning plan easier to execute), because the process—iron ore to pig iron to cutlass to the ship—demands that the haulers carry the various products between all of these structures. If your Blacksmithy is next door to your Blast Furnace, the hauler doesn't have far to carry the pig iron to the blacksmith. But the next hauler will have a long road carrying cutlasses to the Dock. So it doesn't matter how far apart the structures are, as long as they are lined up in order along the road to the Dock.

Once you've got all three of your iron/weapon facilities built, you win the episode.
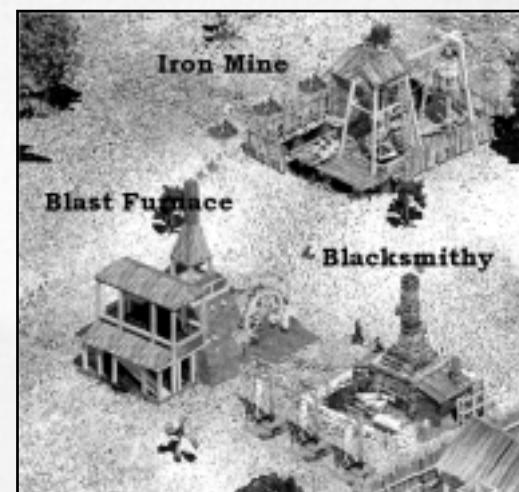

2-7. *Here's your iron/weapons complex: a Mine to dig up the iron ore, a Blast Furnace to smelt ore into pig iron, and a Blacksmithy to fashion the pig iron into cutlasses.*

First Tier of Piracy (Episodes 3 to 5)

These next three episodes introduce you to piracy and the entertainment needs of pirates. All three are designed to be fairly easy to win (albeit a Bronze Medal victory). In each episode you have a source of labor from outside your island. Shipwrecks provide captives in the first two, and your patron does the same in Episode 5. This means you don't have to be in a big hurry to raid settlements for more captives yet. Raids will speed your growth, but are not essential.

Episode 3: Raiders of the Caribbean

Victory Conditions

Charlotte returns from Hispaniola with a repaired ship. She notes a certain new maturity in your character -- in fact your experiences have made you no longer "fun-loving" but "industrious". Now you'll send your ship out to raid nearby settlements for more workers, and then press gang some of your workers into pirates to serve as crew. Eventually, your ship will have a full supply of rations and cutlasses. Then you can order it to cruise for plunder. You'll need to build a boatyard in case your schooner sinks.

You have four years to get the island treasury to 3000 pieces of gold and to build a boatyard. You need to be long gone before the English fleet arrives to put you and Charlotte out of business.

2-8.   Setting and victory conditions for Episode 3: Raiders of the Caribbean.

Your main goals in Episode 3 are to amass 3000 gold in your island treasury and build a Boatyard. You have four years to do this. Since trade has not been introduced yet, you must derive your income from plunder, setting sail for the first time—and risking your ship for the first time, too.

This mission primarily focuses on two things: ordering your ship to Cruise, and making sure your pirates can find entertainment onshore.

2-9.   This episode gives you command of your first ship, Charlotte's Fancy, sailing with Captain Charlotte de Berry and crew.

Build the Boatyard

Charlotte de Berry's ship, a schooner christened *Charlotte's Fancy*, pulls into port. First, as always, put up a Construction Tent. Set this one on the road to the Dock on the crossroad by the Stockade. Next, build a second Timber Camp near the Sawmill. This is for insurance purposes.

Now you're ready to build a Boatyard. Normally, you can't build a Boatyard until you kidnap a Shipwright, but this episode starts with a Shipwright already in your Stockade. Placing Boatyards is a little tricky, because they can only be placed on beach terrain—the white stretches of shoreline—next to water, yet like all structures they must also be connected to a road. You'll have to run a new section of road down toward the beach near the Dock (see figure 2-10) before you can place your shipbuilding facility.
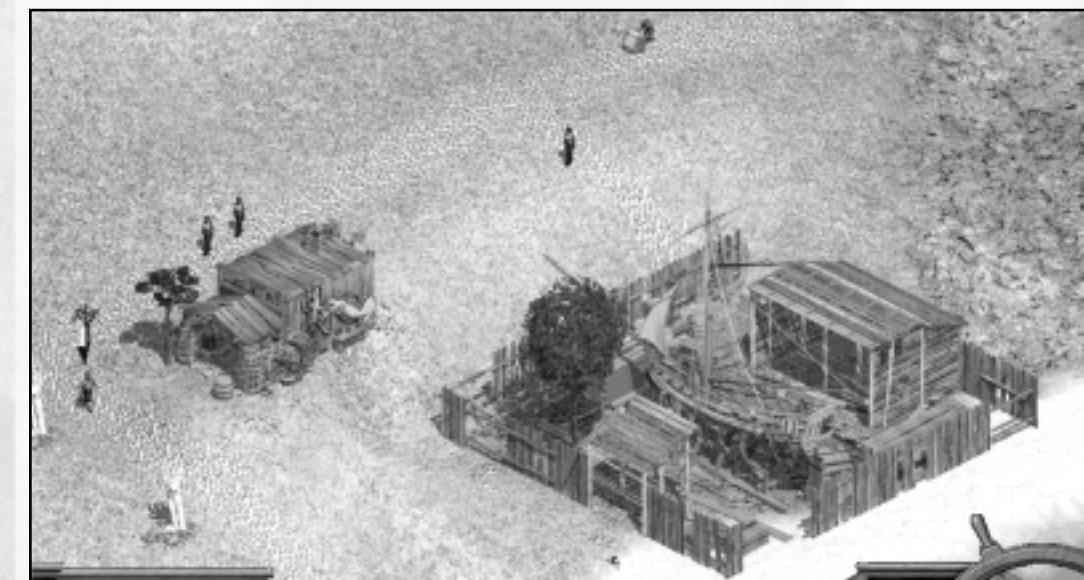
2-10. Run a single section of road toward the beach, and then place your Boatyard here.

By beefing up your lumber industry and erecting a Boatyard early, you can be ready to build another ship if your first one sinks. In this episode, it's perfectly possible to win even with some very bad luck.

Press Gang More Crew Members

When this episode starts, you're a little short of pirates to man *Charlotte's Fancy*. In fact, you have only three buccaneers, plus your pirate captain, Charlotte. You'll have to force a few unskilled captives to join the crew.

To do this, click the Edict Options button, and then select Press Gang. An edict icon appears in the Circle Window at far right (see figure 2-11) along with the directive to "Target Character."

2-11.   Use the Press Gang edict to change an unskilled captive into a low quality pirate.
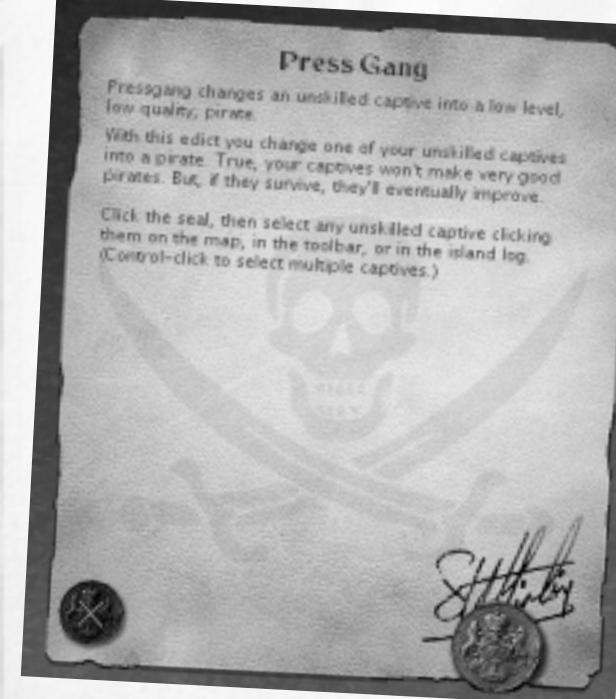
Click on the edict icon in the Circle Window to bring up the edict scroll itself. Click on the edict's seal in the lower-right corner. Your cursor turns into a red targeting reticule. Move this over any unskilled captive worker on the island—a farmer or a lumberjack, for example. When the reticule turns white, click to automatically transform the targeted captive into a pirate.

Start Cruising

By now, your ship should have enough rations from the Sea Rations Factory and enough cutlasses from the Blacksmithy to start cruising for loot. Once you conscript a full crew, you're ready to sail. Actually, you can sail with less than a full crew, but your odds of survival are better with a full boatload of pirates.

But where to? Hit the Pause key and click the Telescope icon next to the Circle Window at right. This toggles the view to the Strategic Map (see 2-12), letting you see the sea regions available for exploration, raiding, cruising, and kidnapping.


Charlotte can cruise Lesser Antilles or any of the adjacent sea regions. To target another region, just click and drag the boat icon to that region on the map. For now, let's stick to our own area, Lesser Antilles. Click the Telescope icon again to switch back to normal view.

The Ship's Mission button should be set to Cruise. Now click the Set Sail button to, you guessed it, set sail.

2-12.   Toggle between regular view and the Strategic Map of the Caribbean using the silver Telescope icon (circled).

Hit **Q** to QuickSave every time before you send out a ship. If you lose the ship, you can just reload the QuickSave and try again.

26

27

As Captain de Berry cruises the Lesser Antilles, results of her encounters appear on the screen. She seizes plunder of gold and guns, nabs Wealthy Captives, and takes on new pirate recruits. When the ship finally returns to port, a log page appears with the complete results of the cruise listed (see 2-13).

Log of Charlotte's Fancy

Captain: Charlotte de Berry

Returning from cruising Lesser Antilles

Plunder

$5400

Captives   Recruits

2-13. Cruising provides plunder (here a whopping $5400 gold and 8 cannons), Wealthy Captives for ransom, and new pirate recruits.

Remember, the longer a Wealthy Captive stays on your island (and stays well entertained), the more his/her ransom amount increases. But we suggest that you ransom any Wealthy Captives right away in this short episode. They won't be around long enough for the ransom amount to increase much.

2-14. Ransom any Wealthy Captives right away in this episode.

When you return from cruising, not all of the gold plunder goes into your treasury. The loot is shared with the crew and captain of the ship. How much goes to the crew depends on what you've set as the ship's plunder shares.

We recommend leaving the shares at the default "Big Spender" setting early on. This encourages recruits to join your cause and gives your pirate crews plenty of money to spend on shore leave (which increases their happiness).

Provide Pirate Entertainment

It is entirely possible that your very first cruise will net you the $3000 you need to win the episode. But chances are better that you'll need to complete several cruises to get the requisite funds.

So while you wait for *Charlotte's Fancy* to repair, restock, and re-supply, start developing your pirate entertainment district near the Dock. Select Entertainment from the Construction Options and put a row of Wench & Masseuse houses (at least four) along the road leading up from the Dock. These are cheap to build—only 2 lumber apiece.
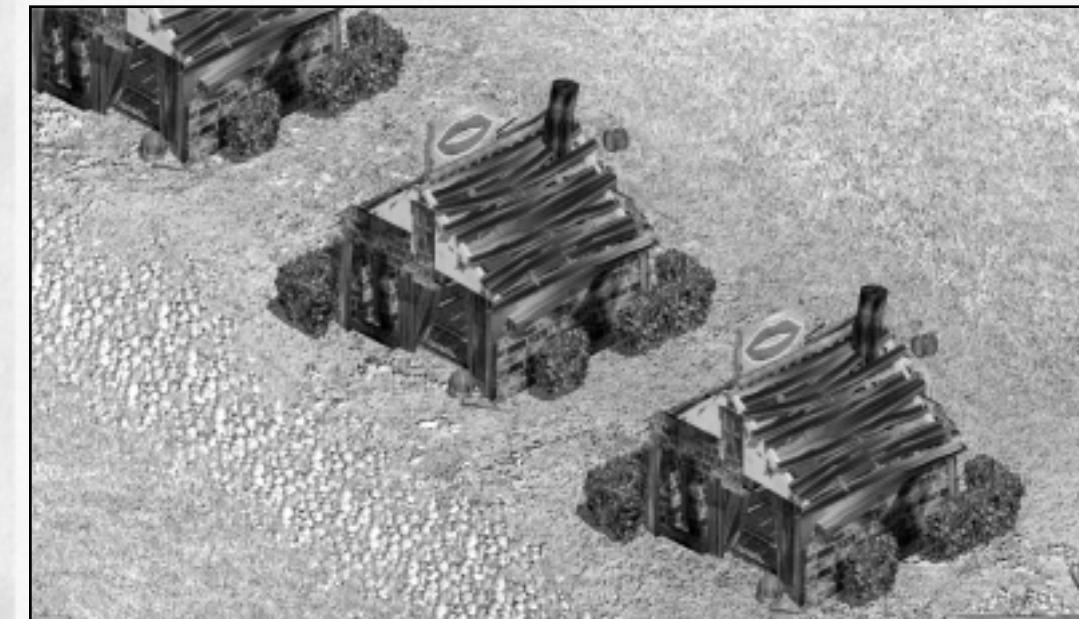

2-15. Build a row of Wench & Masseuse shacks to offer pirates other pleasures besides Smuggler's Dive drinking.

You always need plenty of wenching/masseuse establishments to keep your crew happy. Each one houses only one wench/masseuse and thus can entertain only one client at a time. Rule of thumb: four Wench & Masseuse shacks for every Smuggler's Dive you build.

Consider adding one more Smuggler's Dive for drinking and an Animal Pit for gambling, too. This should keep your relatively small pirate population satisfied until your cruises net you the $3000 gold you need to win.

Episode 4: Privateers, Not Pirates

Victory Conditions

You've absconded with 3000 gold pieces. Just don't head back that way.

Now you are on a primitive island with a new challenge. An officer has landed looking for assistance in Britain's war with Spain. This fellow, Henry Morgan, demands a new sloop, or he'll report your piratical behavior to his superiors. Your immediate goal is a boat yard, and a sloop for Morgan. You need to use a kidnap mission to gain a skilled shipwright before you can build a boat yard. You can also use kidnapping to capture a priest and a skilled farmer. Religion is for the captives and fruit is for the pirates.

You win the game once you've built a sloop, a gambling den, and a smuggler's dive. Overall pirate happiness must be well above the halfway point. You have five years.

You can be conservative or daring in this episode; we'll explain what that means in a minute. But keep in mind there's no financial requirement for victory, so you don't have to cruise for plunder unless you need the gold for expansion. Best to get the Sloop built for Henry Morgan as early as you can, and then follow through with all the entertainment you can afford.

2-16. Setting and victory conditions for Episode 4: Privateers, Not Pirates.

Sending your pirates to sea over and over again actually slows you down in this episode since they cannot gain happiness while at sea.

Kidnap a Shipwright

First, drop in the usual Construction Tent. Add a pair of Timber Camps near the Sawmill. Your Sloop costs 50 lumber to build, so the extra camp helps. Then kidnap a Shipwright; you don't start with one in your Stockade, as in the last episode.

To do so, click the Ship's Mission button and select Kidnap Craftsman. When that page appears (see 2-17), click the box next to Shipwright, then click on the seal in the lower-right corner. Now send the ship out to do its business.

2-17. Order your ship to kidnap a Shipwright so you can build a Boatyard.

Kidnap Craftsman

As you've no doubt noticed, your island may lack some of the skills necessary for the full development of a pirate economy. You can trust to luck; but, if you decide to make your own luck, this edict is the answer.

For a small fee of 250 gold one of your ships will use its next cruise to kidnap one particular person with the skill you most need. The cruise will be a waste otherwise: no additional plunder, captives, or new pirate recruits.

☐ Skilled Cook   ☐ Skilled Miner
☐ Courtesan   ☐ Skilled Priest
☐ Engineer   ☐ Skilled Wench
☐ Skilled Farmer   ☐ Shipwright
☐ Gunsmith   ☐ Skilled Blacksmith
☐ Skilled Lumberjack ☐ Skilled Trader

Pick the skill your island needs, hit the seal, then click the ship you wish to send with the target cursor (if necessary).

A Ship for Henry

Captain Charlotte returns quickly with the Shipwright, and now you can build a Boatyard. You also need another Dock for the Sloop you plan to build, so build that as soon as the Boatyard is ready. Then simply wait until your two Timber Camps deliver enough wood to the Sawmill for the 50 lumber necessary to build the Sloop. When the lumber is ready, select the Boatyard and select the Sloop for construction. Cost: 50 lumber, $250 gold—no problem!

2-18. Build the Sloop for Henry Morgan right away, then focus on enhancing pirate happiness on the island.
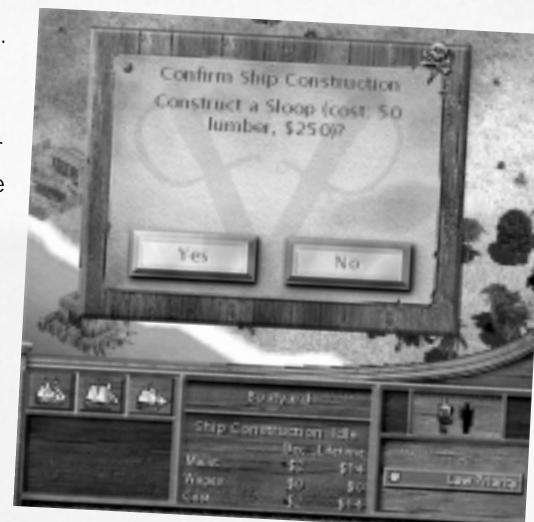
## Quick Boost for Happiness (If Necessary)

You should have plenty of money left. So while the Sloop is being constructed, start building entertainment facilities near the Docks—the usual Brewery, Smuggler's Dives and Wench & Masseuse houses, plus an Animal Pit or two.

You can also take a neat shortcut to pirate happiness. Since you have plenty of money on hand (you should have around $2000 in your treasury), you can boost pirate happiness much higher by throwing a big party for your scurvy gang.

2-19. Throw a $1000 party with the Pirate Festival edict to boost your buccaneer population's satisfaction.

Open the Edict Options menu and select the Pirate Policy button. Then click on the Pirate Festival edict. It costs a hefty $1000, but if you followed our walkthrough, you should have enough for *two* pirate parties if necessary! You must get the Average Happiness of your pirate population up near 65 percent to trigger victory.

Episode 5: Jamaican Rum

Victory Conditions

Thanks in part to your help, the English made some gains in their war with Spain. Now, England is your patron. This means that you should not prey on English shipping, but you are protected from invasion.

The Lord Protector of England assigns you to govern the newly conquered island of Jamaica. You'll have to establish a secret hoard by building a skull cave. Then squeeze profits off the top. Your term of office and the game last eight years. You want your hoard as large as possible because it adds to your starting treasury in the following episode. Minimum for victory is 1000 gold in the hoard.

This episode paves the way for the next tier of piracy by introducing the pirate king hoard, accumulated via the Pirate Cave. Later episodes will impose an often-severe time limit for growing your hoard to a certain amount. But this episode is designed to be much easier, giving you a full eight years to grow your stash.

2-20. Setting and victory conditions for Episode 5: Jamaican Rum.

2-21. This episode is all about hoarding. Get a Pirate Cave built as soon as possible, but hold off on heavy stashing for a few years.

Note that the episode doesn't end early when you reach your minimum target for victory of $1000 in the hoard. You play through the entire eight years. Your victory medal (Gold, Silver, or Bronze) is based on how much you have hoarded when your term of office ends. More importantly, your final hoard amount carries over into your treasury in *Episode 6: Diplomacy and War*.

It can be *very* helpful to start the next episode with a treasury in excess of $3000 gold.
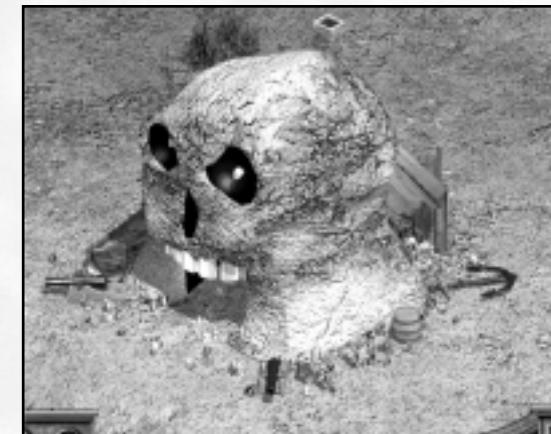
Quick Note on Zoning

Keep your island's activities divided into distinct zones. Create an entertainment district near your Docks, and keep your mining- and farm-based economies toiling inland, away from the Anarchy of pirate fun and games.

For more detailed tips on zoning, see Chapter 3, Planning Your Island.

Early Development

Again, the minimal victory condition of the current episode is $1000, which is easy to achieve as long as you don't over-develop your island and put off building your Skull Cave for too long. Remember, even on maximum hoarding, you can take only 25% of the island treasury's income for your hoard.

> Your patron, England, delivers captives for your workforce from time to time.

First, get all your basic structures in place, as you've learned to do from previous episodes. Put two Timber Camps and a Construction Tent near the Sawmill, then build a Sea Rations Factory immediately so you can start raiding settlements for extra labor. This first Construction Tent services the Docks area, which you should start developing for entertainment; we also suggest a second one near the Pirate Palace, where you'll build your iron/weapons district.

Get iron and weapon facilities up and running soon; you need serious plunder this episode, and plunder requires weapons. The nearest rich iron deposits are behind your Pirate Palace—a long walk from the Docks area. So the sooner you get that industry developed, the better.

Build Your Pirate Cave

Wait until you have cutlasses for Cruising before you erect a Pirate Cave, which can be found under Infrastructure in the Construction Options menu. When you do build the cave, keep its setting at "Stash Minimum" for the first year or two. You don't want to suck too much gold out of your treasury until after you've got your island's economy well developed.
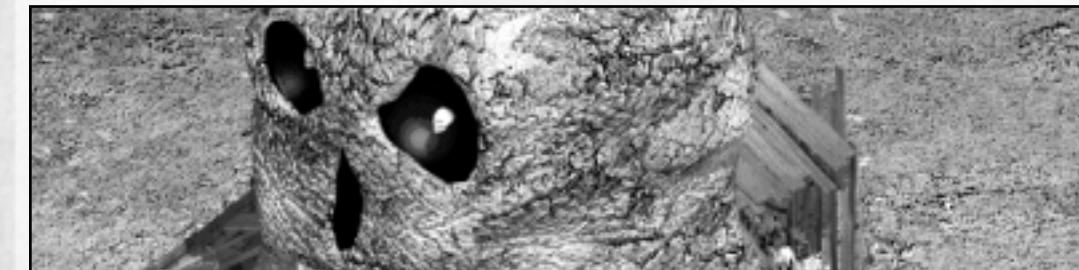
Keep Cruising

Start your first ship cruising as soon as you have the cutlasses to do so. Eventually, build the Boatyard, a Dock, and a second Schooner. You start with a Shipwright in the Stockade, so you don't have to kidnap one, unless you want two working. The more boats you have out a-plundering, the faster your hoard grows. Plus, you must be ready for the possibility of losing a boat in battle.

One other note: This episode lets you place pirate housing for your boys. Run a road along the beachfront near the Docks and drop in a few plots. This increases their "Stashing" satisfaction, thus raising the Overall Happiness level of your pirate population.

2-22. Place a few Pirate Housing Plots near the Docks for pirate resting and stashing.

2-23. Increase your take to "Stash Maximum" only after your island economy is flourishing.

Increase Your Take

When you have two ships cruising and the island seems stable—full of busy, resigned workers and happy, partying pirates—well, it's time to get greedy. Click on your Pirate Cave and raise the stash level up to maximum.

Now spend what remains of the eight-year period plundering the high seas and monitoring your two populations, keeping pirates satisfied and captives resigned. The best way to do this is to keep an eye on the two bars at the far right side of the screen.

If you see the gold bar dropping low, open the Island Log and select "I. Pirate Satisfaction" from the Table of Contents. Then click on Overall Happiness and examine the Pirate Satisfaction graph to see which areas of service you are currently deficient. Shore those up with the appropriate measures.
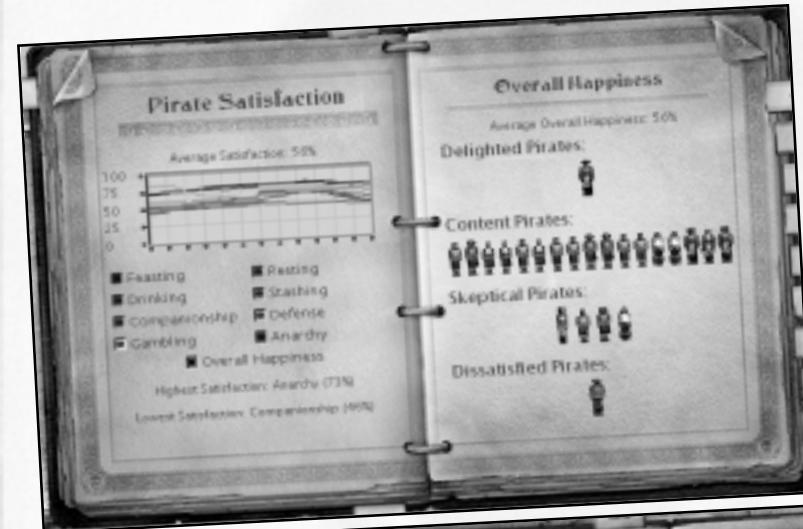
2-24. Determine the factors affecting your two populations by checking your Island Log regularly.

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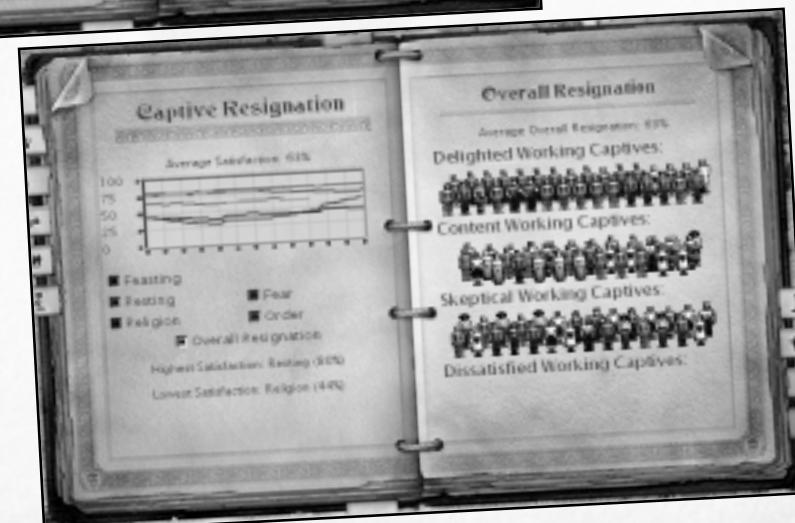
If you see the white bar dropping low, open the Island Log and select "VI. Captive Resignation" from the Table of Contents. Then click on Overall Resignation and determine what needs are not being met. In many cases, you just need to increase Fear and Order by placing a few bits of décor in work areas.

On Fear and Defense

Auras of Fear and Order keep captives resigned to their fate, while auras of Defense and Anarchy keep pirates feeling satisfied. Of course, Anarchy and Order are opposites; Anarchy makes captives restless, while a sense of Order makes pirates really unhappy.

However, Fear and Defense have no negative effects on either population. If you have a zoning problem—that is, captive work areas are too close to pirate entertainment areas, so that Anarchy and Order auras overlap—just increase the Fear and Defense auras in those overlapping districts. It's not a perfect solution, but it can stave off rebellions and coups.
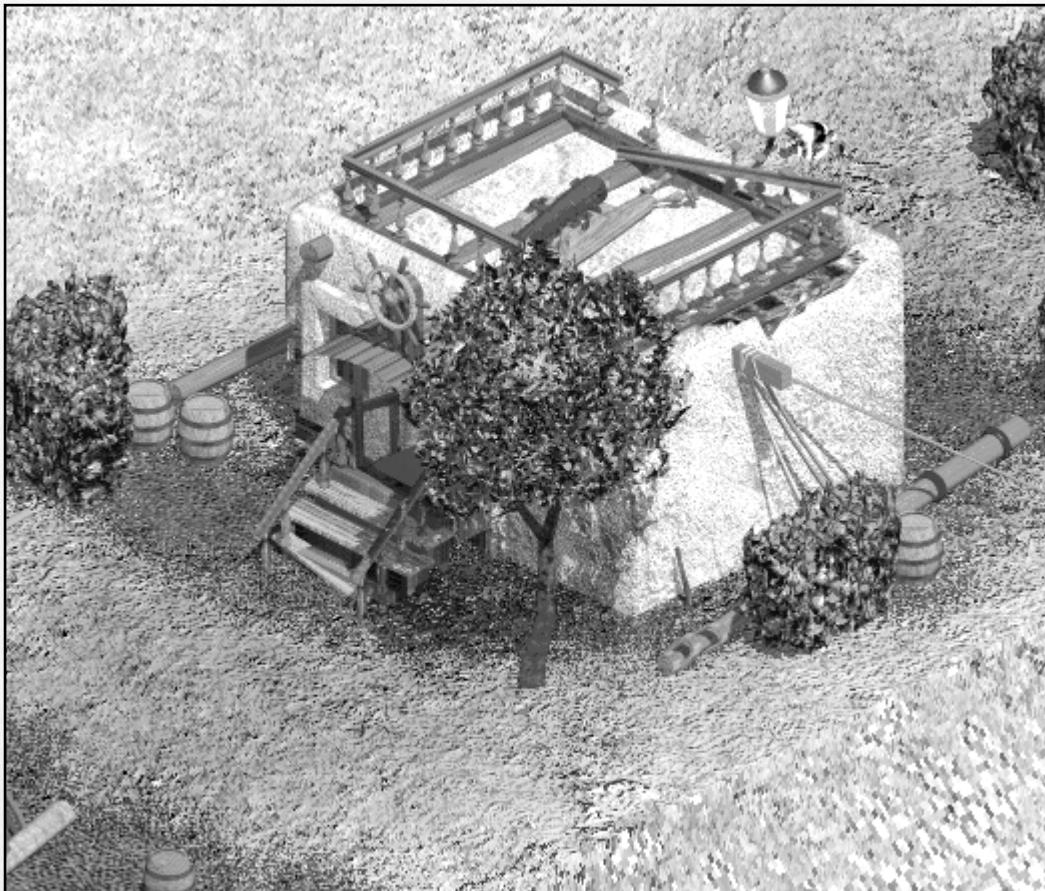
Second Tier of Piracy (Episodes 6 to 10)

For the first time in the campaign, you are now playing on islands where the stability of the population is equal to the Restless difficulty setting in Sandbox mode. At this point you've experienced the industry and island-building part of the game, so now new challenges can be introduced.

Episode 6: Diplomacy and War

You won't have any extra labor arriving on your island, so you'll have to use Raid Settlement missions early on to increase your captive population. Raids can be conducted as long as the ship has food. It is not necessary to have weapons to accomplish a raid.

The new feature is diplomacy. To win, get on good terms (technically, achieve "Harmonious relations") with either France or Spain by April of 1669. You can win by choosing either power, but if you open your Strategic Map and see a settlement by France or Spain in the Virgin Islands, your home region, don't declare peace with that power! If you do, you won't be able to raid *and* improve relations at the same time.

Victory Conditions

You are dismissed from your post under a cloud of suspected embezzlement. England's lack of gratitude for your success finally overcomes your longstanding hatred of Spain. With war brewing in Europe between France and Spain, you can use a new neutral attitude. In the Caribbean there are plentiful targets of both nations. Whose side should you join? Both nations will be glad to have such a famous pirate king on their side, provided you make friends with them by not preying on their merchant ships.

By April 1669 achieve loyalty to France or Spain. This requires harmonious relations. You must also build your new hoard to 1500 gold. Remember, your hoard is added to the treasury at the start of the next episode.

Use the "Prohibit Victims" edict with one of these powers, and use the "Declare Peace" edict with the same power. You can also release captives of that nation if you need to improve relations quickly.

2-25. Setting and victory conditions for Episode 6: Diplomacy and War.

Overall, France is a bit easier to get harmonious with, so we'll use France for this walkthrough. You must also build your new hoard up to $1500 by the target date.

2-26. *Check your Strategic Map. If your home region the Virgin Islands has a Spanish trading post (as seen here), make peace with France so you can raid the settlement for captives.*

Make Peace with France

First off, click on the Edict Options button and select Cruise Orders. Then select Prohibit French Victims. Next, click on International Diplomacy and click the panel that reads, "Announce Peace Policy: Promise France that your ships will leave 'em alone." These edicts put you well down the road to harmonious relations with that power.

You can choose to improve relations with either France or Spain. Just be sure the two edicts you issue are for the same power.

2-27. *Issue two edicts, Prohibit French Victims and Declare Peace with France. (Or issue both toward Spain instead.)*

Release French Captives

Once you've declared peace and ordered your captains not to bother a power, you'll automatically achieve harmonious relations when enough time passes. But you can speed this up even further by also releasing captives of that nationality.

2-28. *Release French captives too, and you may gain the special relationship with France right away.*

To do this, use the Captive Policy button on the Edict Options menu to get the Free All of Nationality panel selection. Click on the Edict icon in the Circle Window to bring up the scroll page. Click the box next to "Select French captives as the freed" and click the seal to release all French prisoners.

Buy Some Espionage
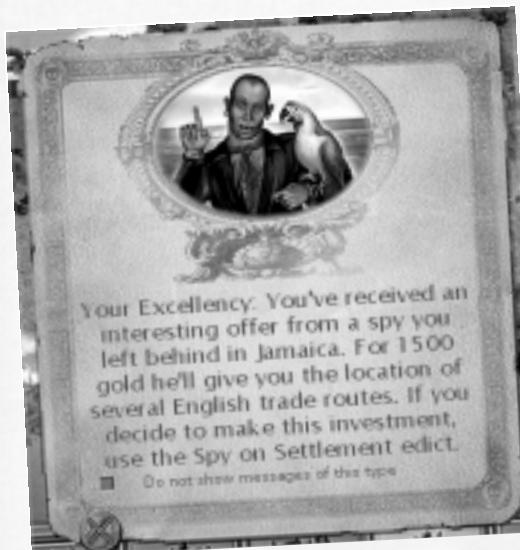
This episode also offers your first chance to spy. If your treasury has 1500 gold available, Smitty appears and tells you that a spy left behind in Jamaica will give you information on English trade. You have to decide if the locations of English trade routes are worth the $1500 the spy wants. If you have more than $3000 in your treasury, the cost is well worth it.

If so, take Smitty's advice and issue the Spy on Settlement edict under Cruise Orders. This lets you discover English trade routes in several sea regions, all of which are then marked on your Strategic Map.

2-29. Smitty tells you about a spy in Jamaica. Use the Spy on Settlement edict and pay the $1500 to gain knowledge of several English trade routes, marked on your Strategic Map.

Build Your Island

Once you find the trade routes, fulfilling the hoard requirements in this episode is not too difficult. Now start building your island, as you have learned in the previous episodes, and cruise the trade route zones with your ships.

Episode 7: A Turncoat Pirate
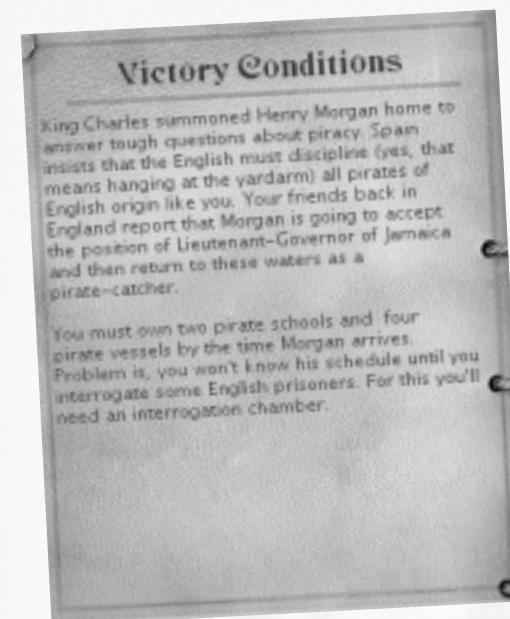
You learn that Henry Morgan, the turncoat pirate, has ratted to King Charles and, as reward, has been appointed Lieutenant-Governor of Jamaica. His plans are to arrive and try to put you out of business. But you don't know when.

The goal of the episode is to build up a really impressive pirate island by the time he shows up. In particular, you need four ships of any type and two pirate schools of any type.

2-30. Setting and victory conditions for Episode 7: A Turncoat Pirate.

Raid Settlements Immediately

Once again, you have no outside source of captive labor, so you need to raid settlements for workers as quickly as possible. You start with two ships, a Schooner and a big Brigantine. Early in any game, your pirates have fewer needs. So settlement raids are a good idea right at the start, before you have to worry about making your pirate crews happy and give them time on shore.
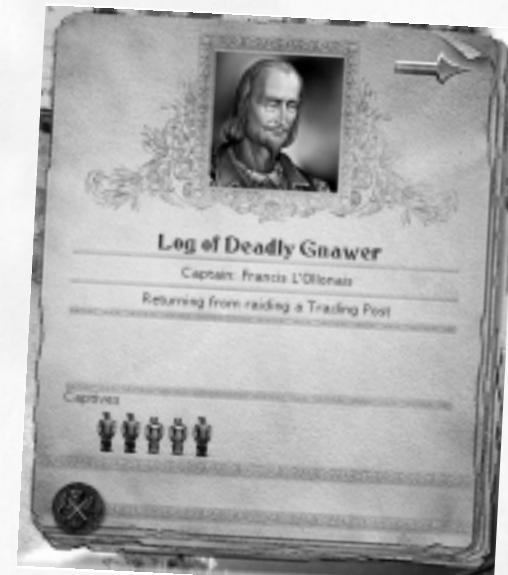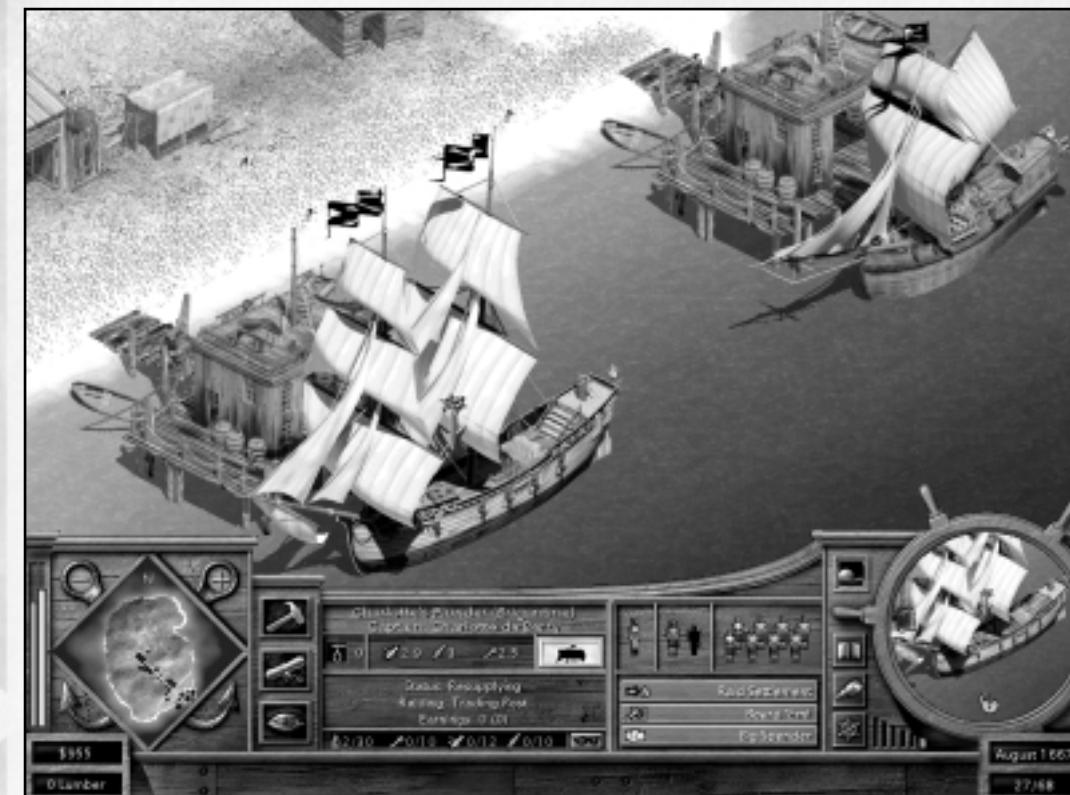
2-31.   *You need laborers! Deploy your two ships with Raid Settlement orders in the early going. Don't let either crew disembark when they return—send them out immediately on another raid.*

Just keep sending your boats out again and again to get a good-sized workforce in place. Whenever a ship returns, order it back out immediately, before the crew has time to disembark. Again, pirates won't mind this too much in the first few months of the scenario.

Meanwhile start building up your island's infrastructure, production, and entertainment facilities.

Consider Black Market Outfitters

You start with a Black Market in your dock district. This shady establishment is, as the game admits, "a pricey way to equip ships." But if you've got a goodly population of workers and you're impatient to begin plundering, you might consider outfitting one of your two ships with cutlasses. Both the Sloop and Brigantine need 10 cutlasses for a full load, so pick either one.

2-32.   *The Black Market is a quick but expensive way to outfit a ship. Consider buying a load of cutlasses for one ship while you wait for your Blacksmithy to start producing.*

Send the ship with weapons out on Cruise missions to start building your treasury. Keep your other ship hauling in captives in settlement raids.

Keep Your Hoard Growing

The other key strategy here is to grow your hoard as big as you possibly can before Morgan arrives. Even though hoard size has nothing to do with victory in *this* episode, the amount in your Skull Cave at the end carries over as a bonus into your starting treasury for the following episode, "Frigates and Shipbuilding."

Trust us, you'll *want* that money in Episode 8, where it can be very helpful.

Interrogate!

Of course, you don't know when Morgan is arriving…yet. But you can find out. By investing in an Interrogation Chamber ($250), you can use the Interrogate edict (under Captive Policy in the Edict Options menu) to learn the exact time of Morgan's arrival. This edict costs $500 to institute. So for a total outlay of $750, you can get the intelligence you seek. Seems steep, doesn't it? Plus you still have two ships and two pirate schools to buy. Is it worth it?

Absolutely! Knowing that date is very advantageous. If you know exactly when Morgan plans to arrive on your island, you can put off victory to the very last moment, thus accumulating every possible spare cent into your hoard. Again, this will be a tremendous benefit to your cause in the following episode.

Reports now arriving from our – uh – interrogators indicate that Morgan's fleet will be here in April 1677!

Do not show messages of this type.
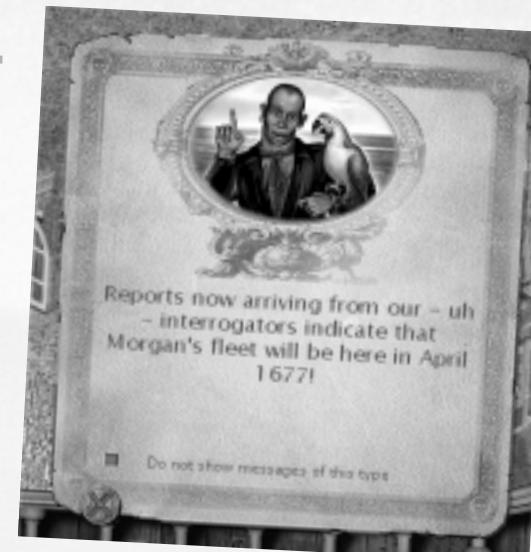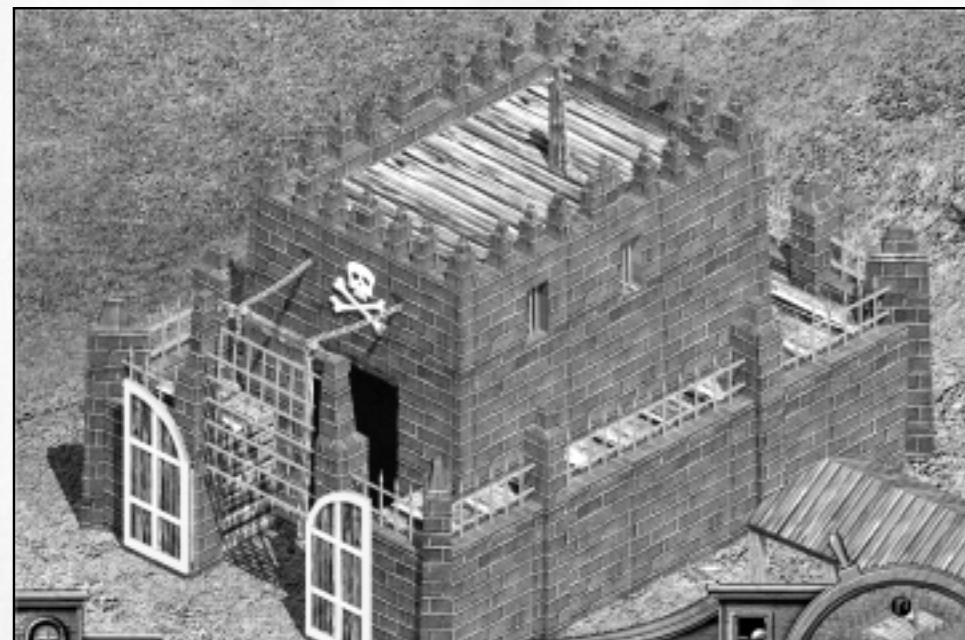
2-33. Build an Interrogation Chamber and then use the Interrogate edict to find out when Morgan's coming.

Build Your Boats and Schools…Almost

Now focus your attention on getting a Shipwright, a Boatyard, a fourth Dock, and two more ships of any size (you just need a total of four). You want to build the ships *before* the schools, because ships can be sent out raiding to build your hoard while you construct the schools.

Remember to increase the stash percentage in your Pirate Cave to "Stash Maximum" (25% of all gold coming into your island treasury) as soon as you feel like the island economy is stable and thriving.

Before you start the *second* of the two schools, however, remember that when this school is finished—assuming none of your four boats get sunk in the meantime—the episode is over. But unless Morgan's arrival is imminent, you don't *want* to finish yet. You want to keep amassing gold for your hoard.

So don't start constructing the final school until about six months before Henry Morgan is scheduled to crash your island party. To be really safe, hit QuickSave 12 months before the arrival date. And a month or so *before* that, put a Construction Tent and a Chuck Tent right next to the site where you plan to build the school.

2-34. Keep your four ships docked while you build the second school so you don't risk losing one at the last moment before Morgan's arrival.

You want your Builders ready to move quickly when the time comes to put up the last school and beat the deadline. You also might want to keep your four ships in port during the last six months before Morgan's arrival, too. It would be disastrous to lose a ship right before the deadline, with little time to build a new one.

As soon as you achieve two schools and four ships, the episode ends with a victory for you.

Episode 8: Frigates and Shipbuilding

Hail, pirate king of Petit Goave! Here, for the first time, your victory depends on building some really big pirate ships: Frigates. Of course, this means you'll want to kidnap at least one Shipwright (two is better) as quickly as possible, and make sure you've got at least two Sawmills surrounded by Timber Camps going early in the game. Frigates take lots of lumber—a whopping 125 apiece.

2-35. Setting and victory conditions for Episode 8: Frigates and Shipbuilding.

Victory Conditions

Your narrow escape from Morgan, as well as your increasing age, means you are little less brave these days. Fortunately your growing dreadful notoriety as a pirate leader makes up for it. You establish yourself on a new secret Island called Petit Goave. All the nations of Europe vow to stamp out piracy. There is news that France will dispatch a large fleet of brand new frigates aimed at you. You must decide whether to be friendly to France, England, or even Spain. Or you can maintain your independence as a pirate king. In any event, you need frigates of your own, especially if that large French fleet arrives.

By the end of 1682, kidnap or capture your own shipwrights, construct a shipyard on your island, build a least two frigates for piracy in these waters, and get your hoard to at least 2000 pieces of gold.

Also, you'll want to make sure you have $800 gold reserved to build your Shipyard, since Frigates cannot be built at the Boatyard. Plus, each Frigate costs a tidy $1000 gold. See how it pays to carry over a big hoard from the previous mission?

2-36. You need a Shipyard to build the two Frigates for this episode.
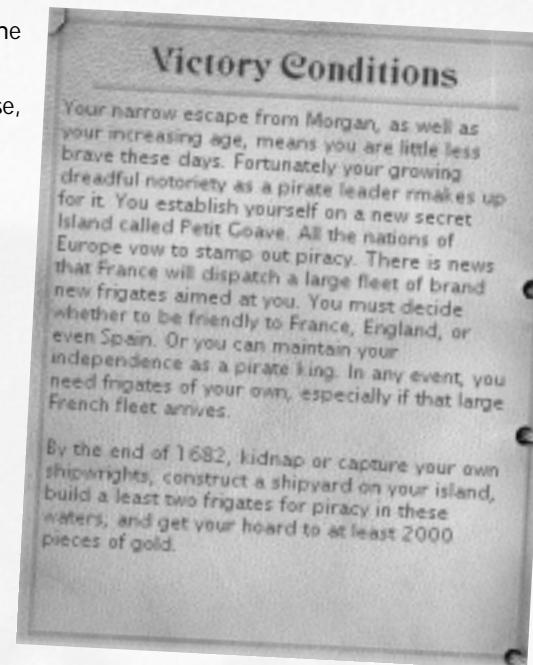
The Usual Start

Build your Petit Goave economy in the usual manner, but note the special provisions mentioned above. First and foremost, get that lumber industry in high gear. You might want to embark on some extra Kidnap Craftsman missions to get a few Skilled Lumberjacks. These fellows can speed up your timber cutting and Sawmill lumber production.

Where Skilled Craftsmen Go

When your ship arrives in port with a kidnapped craftsman, he/she automatically seeks the nearest open slot at an appropriate work site (one that uses his skill). If no such work site exists yet, the craftsman goes directly to the Stockade.

However, if appropriate work sites exist, but all available slots are filled, the skilled craftsman automatically replaces an unskilled worker at the nearest such site. So, for example, a Skilled Lumberjack automatically bumps an unskilled worker from his slot at the nearest Sawmill or Timber Camp. The bumped worker then seeks work elsewhere as an unskilled laborer.

If you want a Skilled Lumberjack in your Sawmill and he goes to one of your Timber Camps instead, pause the game. Lock out any empty slots at your Timber Camps, fire one of your Sawmill lumberjacks, and set the Sawmill to High Priority. Then fire the Skilled Lumberjack from his Timber Camp. When you unpause, the skilled fellow should take the empty slot at the Sawmill.

2-37. Frigate-building requires a lot of lumber. Kidnap a few Skilled Lumberjacks to speed up work at your Sawmills and Timber Camps.

2-38. Get a second Sawmill in place as soon as possible to get the 250 lumber you need for two Frigates.

Then, as mentioned, you need at least one Shipwright fairly soon—you can't even build a Shipyard without one, much less start on your Frigates. The problem with all this kidnapping is that each kidnap mission only brings back the one craftsman you seek and nothing more—no loot, no unskilled workers. Meanwhile, you desperately need to raid settlements for captive labor.

Our advice: Nab only one Shipwright early so you can get your Shipyard under construction. "Spend" your other missions raiding settlements for laborers while you put in some island infrastructure, iron/weapon production, and entertainment districts.

Build the First Frigate

Once you've laid the base for your island economy, you're ready to focus on building the first Frigate. Let lumber pile up at the Sawmill for awhile and keep raiding for labor—or cruising for plunder if your Blacksmithy is already producing cutlasses. When lumber approaches the 125 you need for the Frigate, send a boat out for a second Shipwright. Progress at the Shipyard is considerably faster with multiple Shipwrights.

2-39. A Frigate is one big honking boat. Once built, this magnificent ship can rule the seas. But losing one hurts, bad.
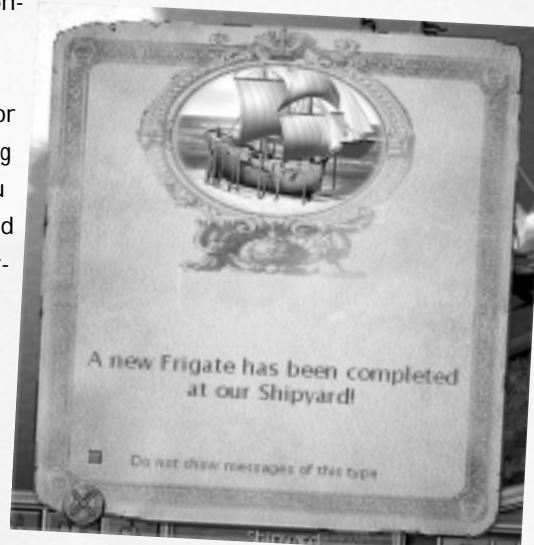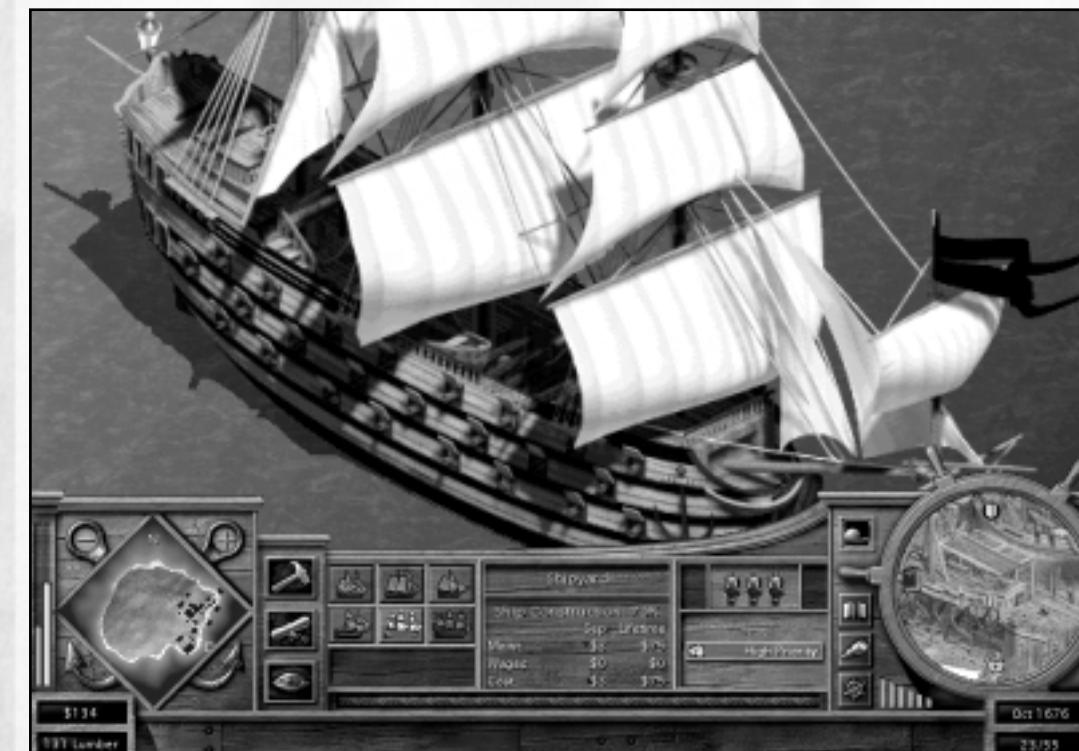
Build Your Hoard

In addition to the two Frigates, you need at least $2000 gold in your Pirate Cave hoard to win. But once again, your hoard from this episode carries over into the island treasury of the next episode. The moment the second Frigate is built and your hoard is at $2000, you win and the episode ends. So you want to amass as much stash as possible *before* build-ing your second Frigate.

Use the island-building skills you've gained from the previous seven episodes to develop a thriving economy. If you plan efficiently, you can build the hoard in your Petit Goave Pirate Cave well over the $2000 minimum you need to win this episode.

> *Don't forget that you must have all victory conditions met by the end of 1682! Building a Frigate, even with multiple Shipwrights, takes at least three months, and usually more.*

Risk Your Frigate, or No?

Plunder is essential to a thriving economy, of course. But how much of a risk-taker are you? When the first Frigate is finished, you have an imposing vessel in your employ, one that can plunder with might and impunity. But every Cruise mission has an element of peril. Even the finest fighting ship can go down.

So, do you roll the dice of chance and send out your first Frigate, boosting your income con-siderably but also risking the ship's loss? Or do you play it safe and keep the big boy safe at dock? It's up to you. Chances are very good your Frigate would survive its missions of plun-der, especially if outfitted with its full comple-ment of 26 cannons. But if it meets a superior naval vessel and fails to return, *not good*.

After all, building a replacement Frigate is no short order, forcing you to dump another 125 lumber and $1000 gold into the endeavor. On the other hand, one good Frigate cruise could easily net you three or four times that much gold, and if you have Skilled Lumberjacks and a second Sawmill in place, the lumber necessary might not be such a problem.
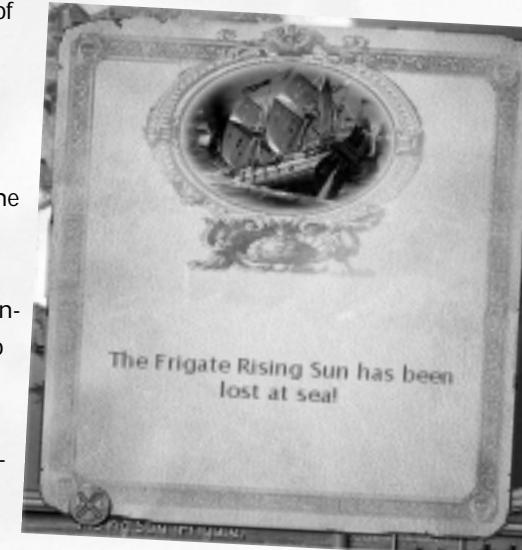
2-40.   If this happens during Episode 8…ouch!

Cruise missions bring in gold, weapons, Wealthy Captives, and new pirate recruits. But remember that they can also bring in random skilled workers. Be sure to check captives who get off your boats after a Cruise. You may have captured the Skilled Lumberjack or Shipwright you need for the episode, eliminating the need for special Kidnap Craftsman missions.

Another Frigate, Another Shipwright or Two

Keep an eye on that date down in the lower-right corner. As you get closer to 1680, you should probably kidnap another Shipwright or two. Up to three Shipwrights can work in a Shipyard. In January of 1680, France discovers the location of Petit Goave and begins plans to invade your island. You have two years now to achieve the victory conditions.

Keep building your hoard, but make sure you have what you need in your Sawmill (125 lumber) and your island treasury ($1000 gold) to start the second Frigate by the end of 1681.
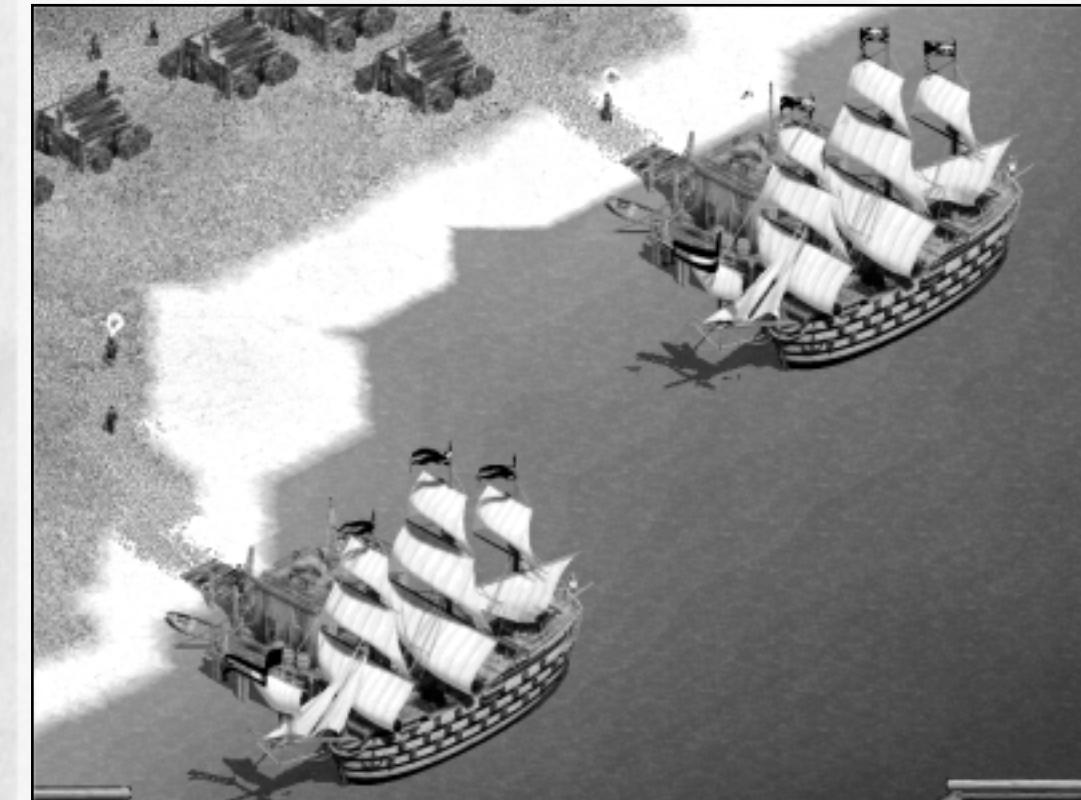
2-41.   Twin Frigates at dock is a majestic sight, isn't it? This plus $2000 gold in your Pirate Cave puts you into the next episode.

France is Your Patron (Episodes 9 and 10)

As it turns out, most of France's mighty battle fleet sank on a reef in 1678. See? The Caribbean itself must love pirates. Now, desperate for your help, the French, ever the pragmatists, accept an alliance with you. For the next three episodes—9, 10, and 11—you will be working with the forces of Louis XIV.

2-42. A patron country offers you a one-time grant of $5000 per episode. Use the Emergency Funding edict to accept the gift.

Emergency Funding
Your patron will grant you some money
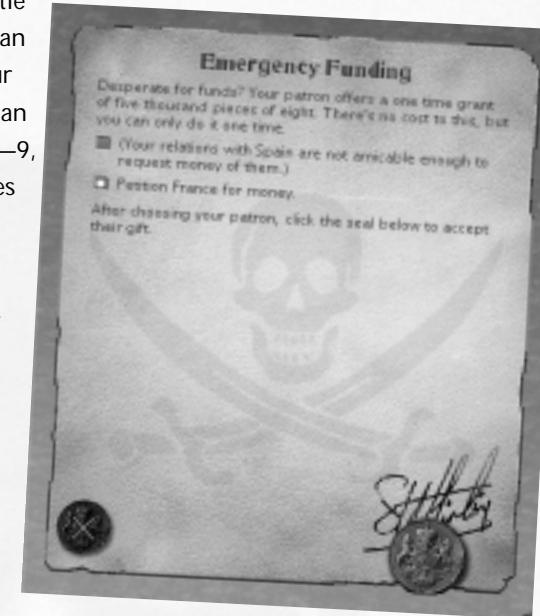
Patronage implies (mainly) four things in the *Tropico 2* Campaign:

First, you cannot attack your patron's ships or settlements.

Second, you will receive a one-time grant from your patron of $5000 gold for your treasury in each episode. You can accept this grant at any time you wish during an episode.

Third, you cannot be invaded by hostile powers.

And fourth, you will receive plenty of captives from your patron.

Set your Pirate Cave to "Stash Maximum" just before you accept a $5000 patron grant. This pops a quick $1250 gold into your hoard.
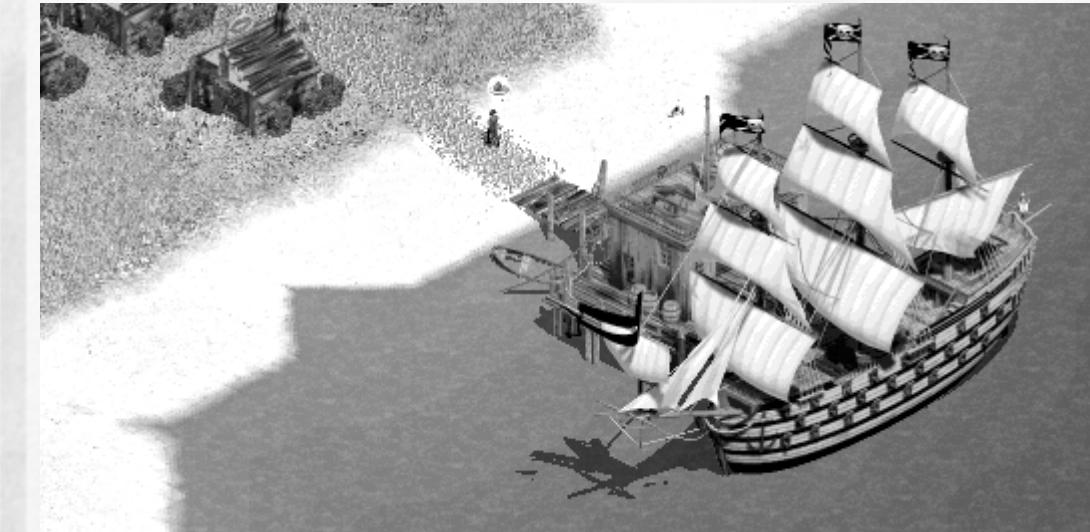
Episode 9: A Smuggler's Cove

Welcome to Martinique. This episode is relatively easy, and it's a lot of fun. The main challenge is in determining *when* you want victory, rather than *how*. You need at least $5000 in your hoard to win, but by putting off construction of a required industry, you can make your hoard larger if you have time and conduct many successful cruises.

Overall, you can make a *lot* of money by kidnapping a Skilled Trader right away and then opening a Smuggler's Cove early. It's one of the buildings required for victory, but it is to your advantage to build it first. Once built, it must be opened to France (in this case) to start gaining profits.

Victory Conditions

Luckily, most of the new French fleet was destroyed on a reef in 1678. This leaves France desperate for your help in the Caribbean. Since Petit Goave is running well, Louis XIV asks you to take command of the isle of Martinique. The famous buccaneer Laurens De Graff will bring his plunder to your port, but the King's main goal is to establish profitable industry on the island.

By the end of 1689, build a cigar factory, a rum distillery, a bakery, a brewery, and a smuggler's cove. Acquire a hoard of at least 5000 pieces of gold.

2-43. Setting and victory conditions for Episode 2: A Smuggler's Cove.

Take the Money Now

France, your patron, has a standing offer of $5000 gold, a grant you can accept at any time during the episode. Hey, there's no time like the present! First, be sure your Pirate Cave setting is at "Stash Maximum." This way, a full 25 percent of the grant goes right into your hoard. Next, select International Diplomacy from your Edict Options menu and click on Emergency Funding (bottom-center panel).

Now you can click on the scroll icon in the Circle Window to bring up the Emergency Funding edict scroll. Click the box next to "Petition France for money," then click on the edict's seal. *Voila!* You're rich—for awhile, anyway.

Spend some time building the basic foundation of your island economy—infrastructure, production, entertainment, all zoned into nice, neat districts. Add the Brewery required by the victory conditions right away. Your Smuggler's Dives need grog for surly customers!

2-44. Build a Smuggler's Cove right away and open it to French business only.

54
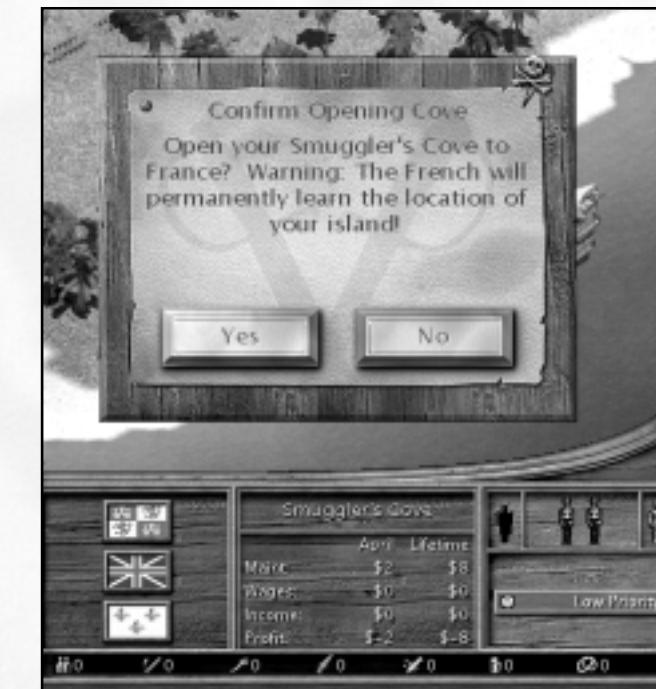
55

Rum for Profit, Not Consumption

One good way to rake in the gold is to build a rum industry before building any of the entertainment facilities (Tavern, Casino, or Inn) that uses rum. That way, all the rum produced by your Rum Distillery is considered

excess, and thus is sold via your Smuggler's Cove. This means you'll need to add a Skilled Farmer and a Distiller to your kidnap list fairly early, but it is worth it.

The Skilled Farmer lets you establish the Sugarcane Farm necessary for rum production. The Distiller, of course, lets you build and operate a Rum Distillery. As always, place these appropriately, putting the farm in an area of high (green) sugar fertility and placing the distillery in one of your Fear/Order-infused work districts.

2-45. *A Sugarcane Farm and a Rum Distillery can really ramp up your smuggling business, as long as you don't build entertainment facilities that serve rum.*

Cigars or Pastry...But Not Both

Again, you can build your hoard well past $5000 before 1689 if you put off construction of one of the "Victory Condition" buildings until the last moment. If you're following this walkthrough, you have the required Smuggler's Cover, Brewery, and Rum Distillery. Still left to build: Cigar Factory and Bakery.

Choose one, but leave the other for late in the episode, when the date moves close to 1689. However, you should go ahead and kidnap the prerequisite skilled workers necessary for both structures.

2-46. *You need both a Bakery and a Cigar Factory to win the episode. Build one of the two early to produce smuggling income, and build the other at the end of 1688 to win the episode.*

To enable construction of a Cigar Factory:
You need a Tobacconist and a Skilled Farmer to "unlock" the Cigar Factory for construction...but if you're following this walkthrough, you should already have a Skilled Farmer, as you needed one for the Sugarcane Farm you built earlier.

To enable construction of a Bakery:
You need a Skilled Cook and a Skilled Farmer to "unlock" the Bakery for construction...but if you're following this walkthrough, you should already have a Skilled Farmer for the Sugarcane Farm you built earlier in this walkthrough.

Go ahead and build either a Cigar Factory or a Bakery. If you have plenty of time until 1689, you might as well build the farm(s) that support the structure you decide to build. This lets you produce either cigars or pastries, special commodities that can be delivered to the Black Market for sale to French traders.

These commodities can also go to certain entertainment facilities—Gambling Dens and Casinos serve cigars, while Cheap Eateries and Inns serve pastries—to enhance the pleasure of customers.

1688: Finish Up

When the date hits January of 1688, you'd better start preparing to complete your last victory condition. Be sure that all you have to do is order construction of the last structure—

If you built a Bakery:

You need a Papaya Farm and a Banana Farm to provide fruit to make pastries. Each Bakery pastry requires one banana and one papaya, so you need *both* farms.

If you built a Cigar Factory:

You need a Tobacco Farm to provide tobacco to make cigars.

Again, don't build both. You want to build your hoard up to the last possible moment so you can carry a nice stash over to the next episode.

put a Construction Tent next to spot where you plan to build—then go ahead and do so in the autumn of the year.

Episode 10: Tortuga

Your Martinique Miracle earns you governorship of the "helltown" of Tortuga. Episode 10, unlike its immediate predecessor, is designed to be tough, a test to see if you are ready for a new tier of piracy. The goal is gold: $20,000 in the island treasury and $10,000 in the Pirate Cave hoard. Don't forget to take your $5,000 bonus from King Louis.

Victory Conditions

After your success on Martinique, you considered retiring to become a legitimate plantation owner. But the King of France offered you a huge amount of gold as well as a new and challenging job. Now you are Governor of Tortuga. It's sort of a pirate colony, or helltown, off the north coast of Hispaniola. Legitimacy will have to be postponed. Lots of pirates dock here, including the famous Captain Kidd.

By the end of 1697, get your personal hoard to 10,000 gold and get the island's own treasury to 20,000 gold. Use any available method except plundering French ships.

2-47. Setting and victory conditions for Episode 10: Tortuga.
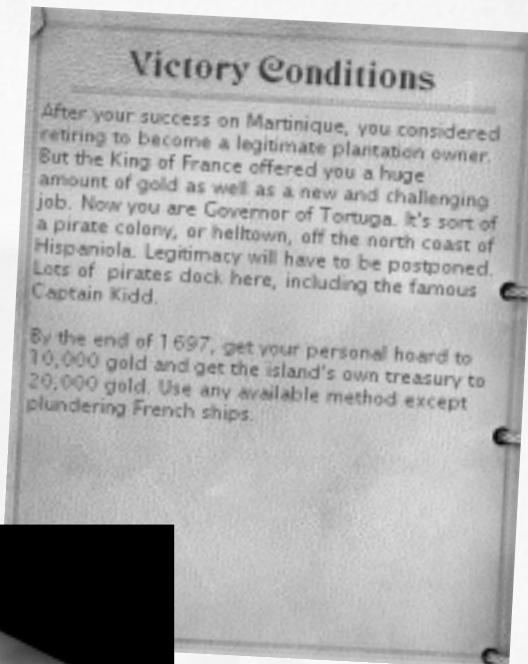
2-48. Tortuga is a huge island, at least twice the size of any you've played so far in the Campaign.

You have a 14-year time limit…and you may need all of it. Fortunately, Tortuga is a big island with three areas rich in iron deposits, plus plenty of fertile farmland for any type of farm. The longer time limit also guarantees that some of your pirates will advance to higher ranks before the episode ends. This presents a whole new set of challenges. Higher ranked pirates are more affected by the environmental factors (or lack thereof) such as Anarchy, Order, and Defense. And they tend to be pickier about their entertainment, too.

DESIGNER TIP: ON PIRATE LEVEL

In *Tropico 2: Pirate Cove*, people change. This has its good and not-so-good consequences. Indeed, the game uses "pirate level" to simultaneously reward *and* challenge you.

All pirates start out at a low level, meaning that they are very easy to make happy. Put up a Smuggler's Dive for grog and grub, a Wench & Masseuse house or two for companionship and/or preening, and you've done plenty.

But as pirates gain wealth and rank, they gradually become more discriminating in their tastes for food, drink, companionship, and gaming entertainment. They also become more sensitive to their environment. This requires some adjustments to old establishments and some entirely new facilities, and it takes zoning issues to a whole new level of concern for the pirate king (you).

At the same time, higher-level pirates with more disposable income means more revenue for you, making the rank promotions desirable. But you have to manage your island more carefully.

Bill Spieth, Lead Designer

Zone a Trade/Production District

Your best chance lies (again) with early kidnapping of a Skilled Trader and construction of a Smuggler's Cove trading station. Try to site it as near as possible to the production district where you plan to build the Tobacco Factory, Rum Distillery, Bakery, Brewery, and your three weapons facilities (Blacksmithy, Gunsmithy, and Cannon Foundry).

These buildings produce the excess goods you sell in the Smuggler's Cove, so reducing travel time is an important efficiency step. Once again, you must open the Smuggler's Cove to your patron (France) once it is built, or it won't make any money.

Build Big Ships

Your Tortuga fleet starts as a single Brigantine. You need more naval capability to win this episode—a *lot* more. Fortunately, the Smuggler's Cove income provides you with the extra money you need to build a fleet of large, powerful ships.

Keep your Pirate Cave setting on "Stash Minimum" until the big ships are built. Develop your island much the same way you did in the last episode, but kidnap a Shipwright and get a Shipyard built fairly soon. Then get started on your ships.

Your goal: Four big boats, preferably two Frigates and two Galleons.

> Switch your Pirate Cave setting to "Stash Maximum" the moment you have your four-boat fleet completed. You have a long way to go to reach $5,000 gold!

Nautical Tactics

Here are a few cruising tips:

- Pair a Frigate with a Galleon and send them out as a team. This is Bill Spieth's favorite tactic. "The way the interceptions work in a naval encounter, only one ship has to catch the foe," he says. In each round of battle, other ships in the region join the encounter, one by one. "The Frigate has respectable speed, so it can intercept an enemy vessel, and then the lumbering but powerful Galleon sails in to engage and throw the knockout punch."

- If you use the previous tip, train the Frigate's crew at Gunnery and set its operational orders to "Pound 'Em," and train the Galleon's crew at Swordsmanship, and set that boat to "Board 'Em." The faster Frigate will catch and soften up foes, and then the Galleon comes up and boards with its huge crew—a highly effective one-two punch.

- Don't "over-fish" in one area of the map. After three or four missions into a sea region, switch boats to new regions.

- Even the largest ships can be sunk, so be ready to build replacement boats, and keep your lumber industry going strong.

- If you can afford a fifth ship and Captain, it is quite effective to send a smaller, faster ship out cruising with the large vessels. A Brigantine is perfect for this job. It will intercept more victims and give the large ships a chance to catch up and get into battle.

- For more nautical tips, see Chapter 5: Ships, Sailing, and International Relations.
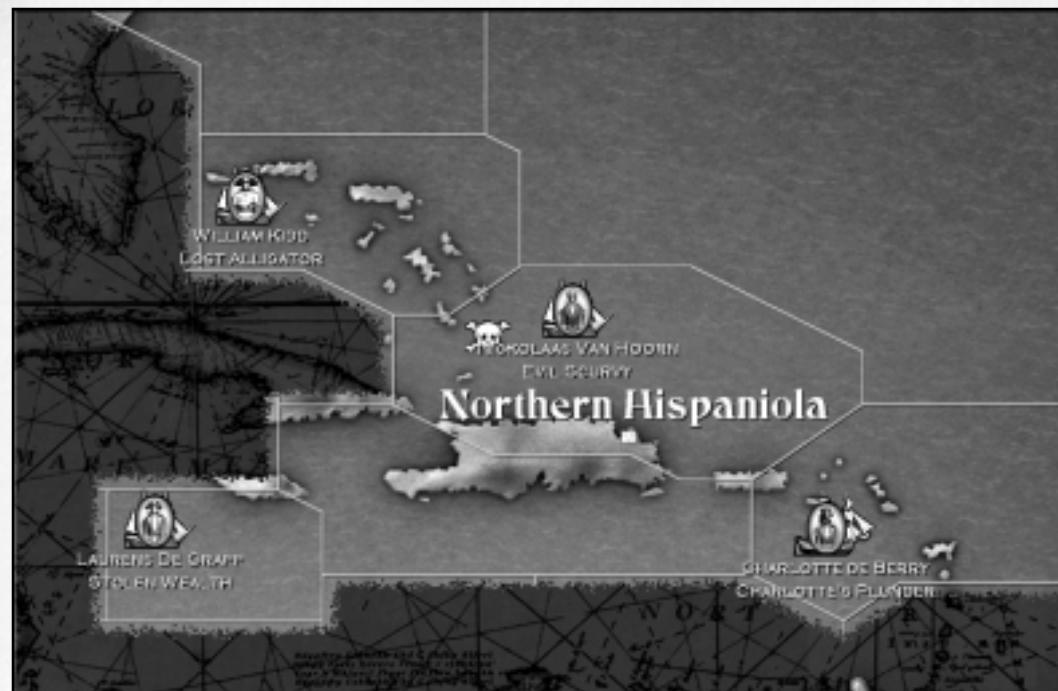
2-49. Access your Strategic Map every few missions and switch your cruising teams to new sea regions.

Strike a Gold Balance

It can be challenging to keep your hoard and treasury in balance so that both conditions are fulfilled. Remember that the most you can get into the hoard is 25% of what comes into the treasury. So don't leave hoard growth until the last moments of the episode. In fact, you should be stashing the maximum amount in your Pirate Cave as soon as you've finished constructing your fleet.

Use the "Pause and Scan" Technique

When developing a huge island like Tortuga over a long period of time like 14 years, you may end up constructing multiple districts with lots of buildings and hundreds of people. On Tortuga, you may end up with two separate inland industrial areas near two different "green" iron deposits, each feeding finished weapons through a large, central production zone to a Docks district teeming with dozens of pirates scurrying from entertainment to entertainment. Whew!

2-50. Don't ye be feeling that hittin' "Pause" be a sign of weakness thar, captain.

Even a chess master might have trouble with "on the fly" monitoring of population needs and employment situations, and resources and goods output, and infrastructure efficiencies and auras, and on and on.

The best advice we have: *Hit pause frequently*.

With the game paused, you can scan around to check out everything carefully, at your leisure. As you get better and better at building an island economy, you'll stop the clock less often. But even *Tropico 2* veterans stop the action regularly to thoroughly check the island.

Dealing with Higher Level Pirates

As a pirate's lifetime earnings increase, so does that pirate's rank, rising on a scale from 1 to 9. The higher a pirate's rank, the higher the service quality he demands from his entertainment providers.

A high-ranking pirate wants better food—bananas and papaya instead of just grub. He wants better drink—rum instead of just beer.

He desires the type of pleasure provided by skilled courtesans, not just the usual wench service. He craves a more refined gaming atmosphere, instead of just lowly wagering in the Animal Pits. And finally, he expects commodities like fine cigars and pastries to accompany his revels.

2-51. You can upgrade a building's level of service, up to a certain point. But eventually, higher-ranking pirates need new, higher-level haunts—for example, a Tavern (below left) instead of a Smuggler's Dive (below right).

At first you can accommodate advancing rank by simply adjusting the service level in existing, lower-level establishments such as Smuggler's Dives, Wench & Masseuse houses, and Animal Pits. In a Smuggler's Dive, for example, you can raise the level from "Ranks 1-3" to "Ranks 2-4" and finally to a high of "Ranks 3-5."

But eventually, pirates exceed rank 5. They need levels of service that go beyond the old haunts. They need upgrades—from Smuggler's Dive to Cheap Eatery to Tavern and Inn; from Animal Pit to Gambling Den to Casino; and from Wench & Masseuse to Brothel & Salon to, eventually, Courtesan & Spa.

The good news, zoning-wise, is that new and old pirate entertainment facilities can exist quite comfortably side-by-side. You don't have to create a separate district for your higher level haunts. However, you do need to pay closer attention to the environmental auras in the areas where your pirates hang out. The longer a pirate is on your island, the more sensitive he is to the auras emanating from structures in the area.

So, in a nutshell: The older your island and its pirate population, the more you need to upgrade your entertainment establishments and be sure the district is well infused with auras of Defense and Anarchy. Hey, pirates just want to feel secure enough to fully enjoy some old-fashioned, unbridled revelry.

Third Tier of Piracy (Episodes 11 to 16)

Congratulations—you've come a long way, bucko!

By now you should know how to organize an efficient and thriving pirate island economy. You know how to monitor pirate and captive satisfaction levels, how to find the hotspots when they flare up, and how to reverse negative trends. The last episode also introduced some of the rewards and challenges of dealing with pirates who advance in rank.

But now the going gets tough. In this tier of the Campaign, you must play on islands where the stability of the population is equal to the "Rebellious" difficulty setting in Sandbox mode. In that setting, both captives and pirates get restless fairly quickly. Keep an eye on environmental factors and watch out for escapes and pirate coups. These final episodes are often very difficult.

We've more or less hand-held you through the first 10 missions, helping you learn the basics in a fairly detailed way. For the final tier of episodes, Bill Spieth, the lead designer, gives you general guidelines for beating each mission. You shouldn't need step-by-step instructions by this point.

Apply the lessons you've learned thus far, but…just be *better*.

Episode 11: The Treasure Fleet

You still enjoy the advantages of French patronage, but you have only nine years to get your hoard back to 10,000 gold. On the plus side, these victory conditions mean you don't have to worry about the treasury, so you should immediately set your Pirate Cave to "Stash Maximum" and leave it there for the duration.

This is a brute force episode. Your home region is lucrative and deadly. You can gain some money from the Smuggler's Cove strategy, but the bottom line is this: you'll have to take on the Spanish with large, powerful ships to prevail. You cannot send single ships on cruises in your home region. Your odds of survival are too low.

2-52. Setting and victory conditions for Episode 11: The Treasure Fleet.
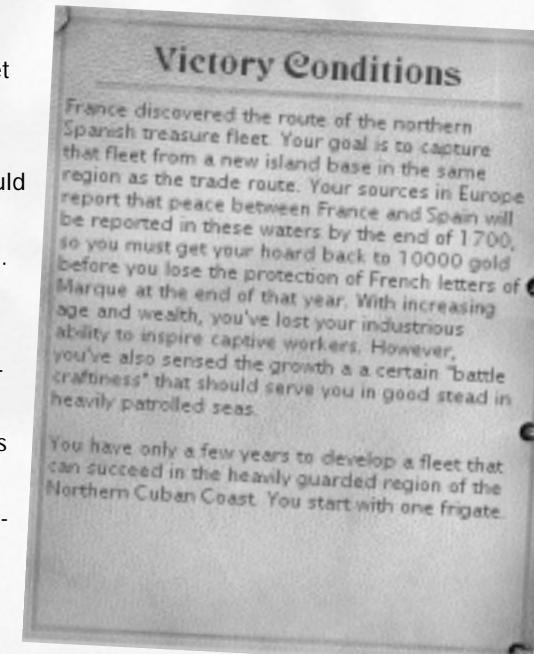
Episode 12: The Jolly Roger

You don't have a patron anymore. Hopefully your large hoard from the previous episode gets you off to a fast start. You are given an option to get a lot of information about French trade routes and various settlements. Since the money comes out of your (vast) treasury, it's probably a good idea to do it.

2-53. Setting and victory conditions for Episode 12: The Jolly Roger.
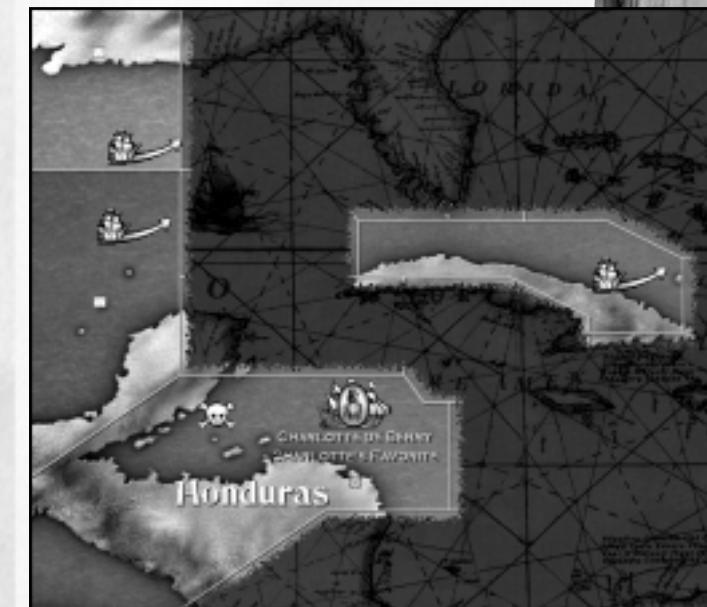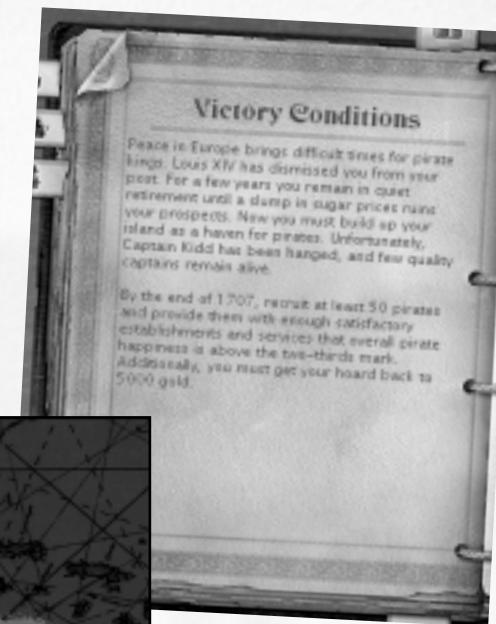
2-54. Use the Spy on Settlement edict to discover a number of trade routes and settlements in regions surrounding Honduras.

In this episode you have nine years again, but your hoard (requirement is $5000) is only one of the issues. Basically you have to keep a fairly large population of pirates happy. This restricts cruising time because you must give them enough time on the island to party.

Remember that your treasury is *not* carried over to the next episode. There is no reason to save that money this time, so don't be afraid to spend it on Pirate Festival edicts as needed. Also, don't ignore structures and décor that provide Defense emanations. This can substantially boost pirate happiness.

Episode 13: A New War

This episode has a number of diverse goals (international relations, hoard size, fleet size), and you have to keep track of your progress in all three areas. To achieve your relations goal you should cozy up to one of the powers—but *not* the one whose settlement you see on the Strategic Map at the very start of the episode. You need that settlement for raiding captive labor right away.

2-55. Setting and victory conditions for Episode 13: A New War.

2-56. Zoning is important on your double-isle island.

As asked in the Victory Conditions, "Whom do you serve?" Good question. Issue the Prohibit Victims and Declare Peace edicts with the power of your choice—but preferably Spain or France, both of whom are fighting England. Why? England has the most merchant traffic for the rest of the campaign, so generally it's a bad idea to make peace with England; you want to prey on English shipping.

Then get to work on your island. You need four Frigates at the very least, so keep your hoard set to "Stash Minimum" until you've got your fleet constructed. The island is oddly shaped—two separate isles connected by a narrow isthmus of beach—so zoning can be tricky. We suggest you devote the smaller, less forested isle almost exclusively to farming. Careful, though—your Pirate Palace is on this smaller isle, so get some scary and orderly décor lining the isle's central road.
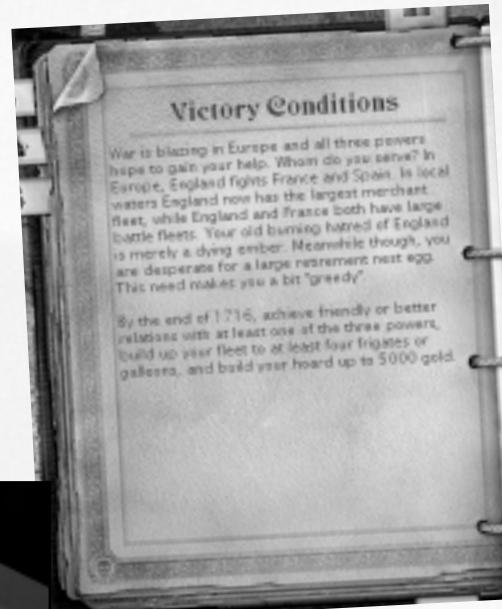
Cluster your dock and entertainment district on the bigger isle. Start around the first Dock, run your pirate housing along the white sand beach, away from the isthmus. Two rich iron deposits exist on the bigger isle, so consider a second Iron Mine and Blast Furnace

Episode 14: Pirate Defense

This mission offers you two alternative approaches: Build an island with "nearly the maximum possible defense for pirates," or gain a "great power" patron.

Our advice: Meeting the defense requirement is easier than gaining a new patron. Forts are the key. Place Forts between pirate housing and your entertainment district to boost the pirates' sense of Defense substantially as they commute back and forth…and the Forts protect you from invasion, too.

So forget about patronage. Prey on all three powers, a strategy which gives you the best hope of stashing the $10,000 gold you need in your Pirate Cave hoard in just 10 short years.
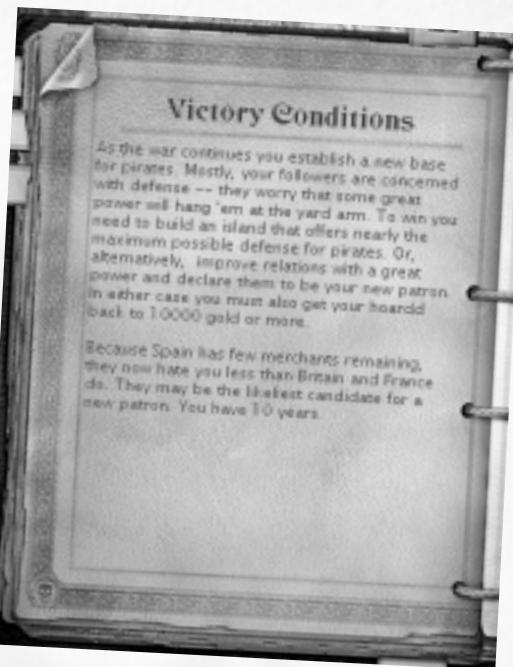
2-57. Setting and victory conditions for Episode 14: Pirate Defense.

Episode 15: The Last Golden Age
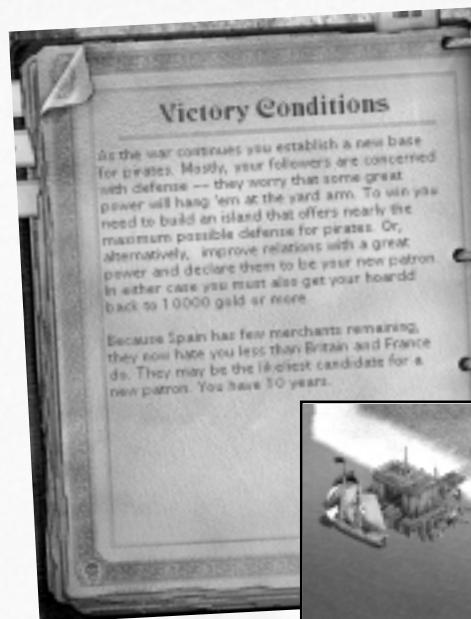
2-58. Setting and victory conditions for Episode 15: The Last Golden Age.

2-59. Stick with small, quick ships in The Last Golden Age. This saves cash for the three Recruit Captain edicts you must issue.

Cash for captain recruitment is the tough part of this episode. You need a total of six pirate captains, and you start with three. But each new captain recruit costs a hefty $5000 gold! And to win, you need a ship for all six of your captains. The secret here is building Small boats.

Send out a fleet of three small ships to cruise. Continue building small ships to save cash for recruitment and lose fewer pirates if the ship sinks. Captains, of course, always return to your island. You have 12 years, so spend some time building the infrastructure you need (iron, weapons, and entertainment) to support a fleet of six ships. Build up a production area on the big central hill above the lagoon, and run roads down to Docks built around the lagoon to keep your small boats loaded with weapons.

Keep your captives fed and working and praying. A Church is particularly important in any scenario that lasts more than 8-10 years.

Even if you end up with few pirates and little in your hoard, you win as long as you have recruited all three of your new captains and built enough ships (of any type) for them to command.

Episode 16: The War of Jenkins' Ear
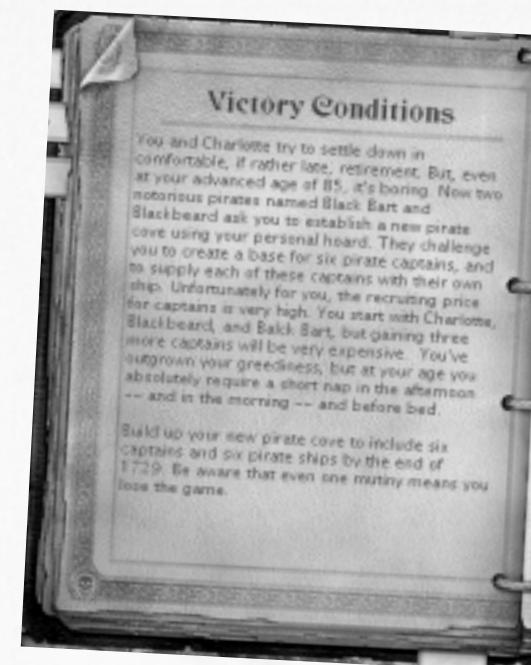
2-60. Setting and victory conditions for Episode 16: The War of Jenkins' Ear.

In this extremely difficult episode, you must use your treasury very carefully and make sure you have at least two fully equipped Galleons or Frigates *before* doing any cruising. It is simply too dangerous for single ships to cruise with the British Royal Navy off your coast.

Note: By itself, the Smuggler's Cove will not give you enough money to win this game in time. Eventually, you have to take on the British to succeed. Good luck!
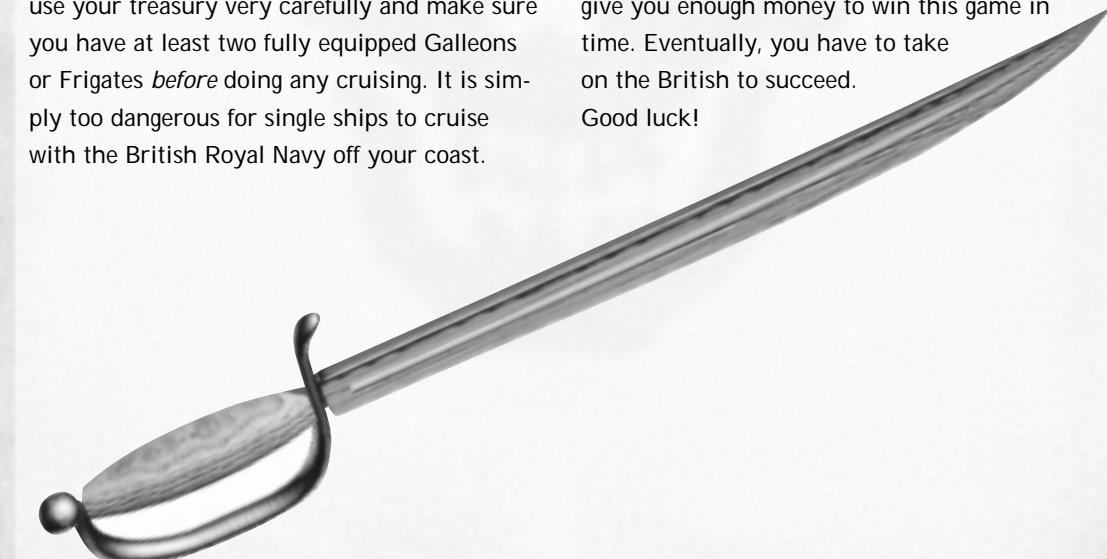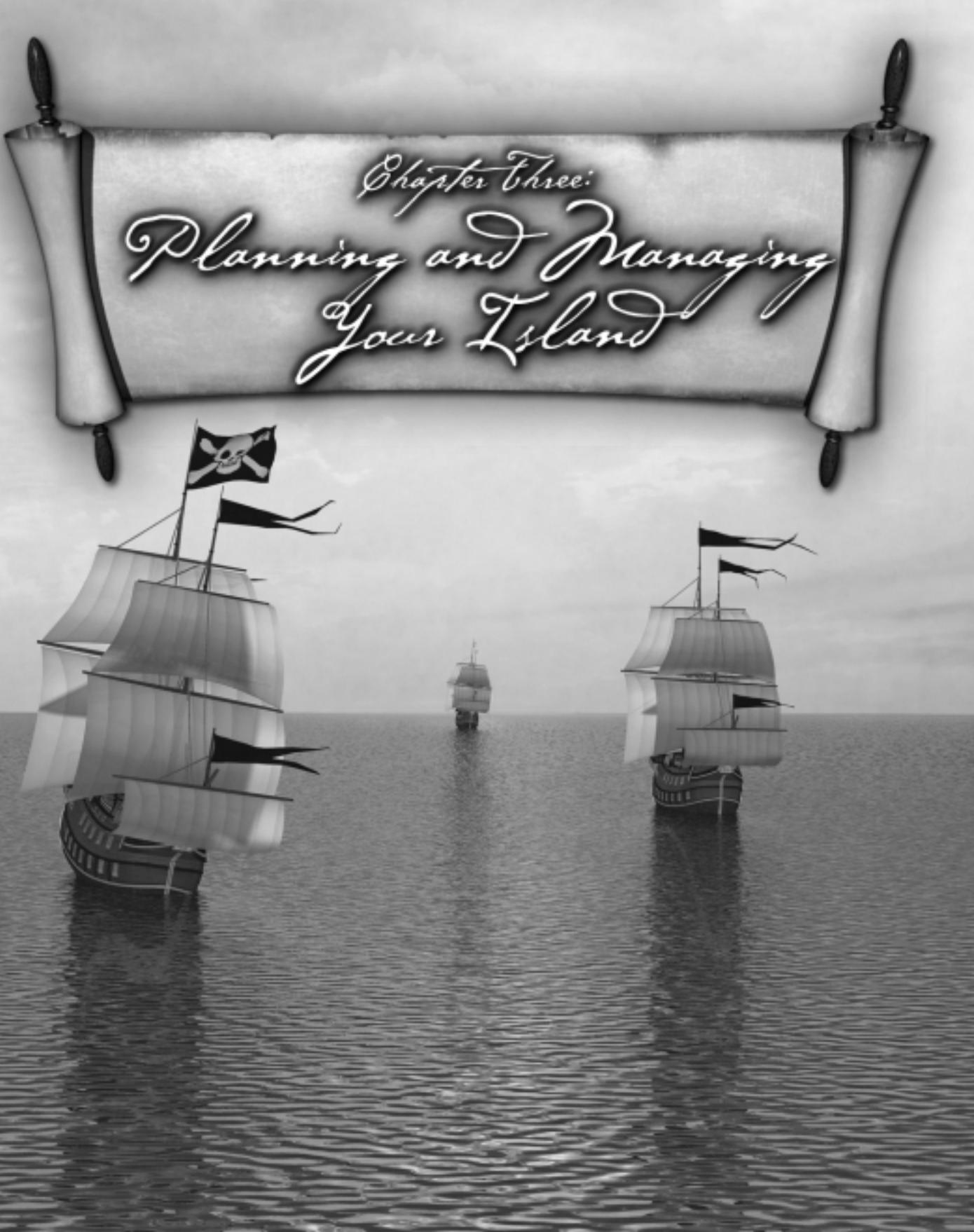
Chapter 3
Planning and Managing Your Island

This chapter is about macro-management, focusing on what it takes to develop a healthy island economy. We'll discuss island layout, building management, and present some sound strategies for the early, middle, and late phases of a typical *Tropico 2* scenario.

Again, the tips presented here should be considered common practices, but not necessarily gospel. As you saw in the "Four Fundamental Strategies" section at the end of Chapter 1 in this book, savvy *Tropico 2* gamers have found some pretty divergent strategic approaches to the game.

So view all of the following tips as suggestions, not marching orders. Pick and choose. Consider them carefully. Decide which tactics suit your style and overall approach, and which don't.

Zoning for Efficiency

All aspects of island life are ultimately connected. But some island activities are just fundamentally incompatible with each other. And we mean at a very basic level—they can't stand being *next* to each other.

For example, the Order necessary to keep captive labor industries running smoothly is anathema to pirates. Conversely, the Anarchy that emanates from all good pirate entertainment facilities erodes the discipline of captive workers. Some things just need to be kept apart.

So what's the answer? *Zoning*.

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3-1.   *A well-zoned island is a wonderfully efficient thing.*

The *Tropico 2* documentation does a fine job of introducing you to the concept. In fact, we'd like to kick off our discussion of zoning with one of our favorite quotes from the manual:

"Think about where particular people are going to walk, and make all the places they ever want to go close to each other. Pirates walking long distances build up needs for feast-ing, drinking and so on. Captives walking long distances are not getting any work done."

So the goal of zoning is to reduce walking time for *all* island people, captives and pirates alike, getting them where they want to go quickly. Here are some more thoughts on how to lay out your island, many courtesy of the *Tropico 2* design and production team.

Understand the Environment and its Auras

Okay, maybe that sounds new age, but actu-ally it has concrete meaning in *Tropico 2*. In fact, you can't really succeed in the game if you don't grasp the concept of "emanations." Many island structures emanate one or more auras that deeply affect the satisfaction levels of inhabitants as they move about the island.

3-2.   *The environments Pirates and Captives live in, work in, party in, and even travel through heavily influence their satisfaction/resignation.*

These emanations can make pirates very content or drive them to homicidal rage; they can keep captives resigned to their fate, or drive them to escape or revolt violently against your rule. Ever been beheaded? It's probably not a pleasant experience.

We'll offer strategies for managing the four auras—Fear, Order, Defense, and Anarchy—as we move through the chapter. For now, just remember the following *Tropico 2* facts:

🏴 Fear and Order keep captives feeling resigned.

🏴 Anarchy and Defense keep pirates feeling happy and secure.

🏴 Order makes pirates dissatisfied, while Anarchy makes captives dissatisfied. Thus Anarchy and Order effectively cancel out each other. Areas that require Order should be kept well apart from areas that require Anarchy.

🏴 Fear does not bother pirates. So you can put scary décor in pirate entertainment areas to keep captives who work there feeling resigned.

🏴 Defense does not affect captives. So you can put protective structures (Cannons, Forts, etc) in captive work areas to keep pirates feeling secure without bothering the captives.

Think in Terms of "Districts"

This is a basic, intuitive concept that some-times gets ignored by mouse-happy rookies who just want to build stuff and see what hap-pens. Because of the environmental factors mentioned in the previous tip, you must keep pirate and captive activities as separate as possible.

Create a Docks/Entertainment/Residential District for Pirates

Build all Docks near each other at first. Add entertainment facilities in a waterfront district adjacent to the Docks area. Put up pirate hous-ing nearby or even in the midst of your bars, eateries, and gambling and wench houses.

Pirates will revel in the riotous Anarchy of such a district. With the Docks and their ships so close, pirates won't ever have to walk through a depressing, orderly work site.

3-3.   Zone your island into separate districts for pirate entertainment and captive work.

Create Distinct Industrial, Production, and Farm Districts for Your Captive Labor

Industry and agriculture rely on island resources. Your iron/weapon industry, for example, should be clustered near rich iron deposits. Corn Farms belong in areas of high corn fertility. Such areas are usually inland, away from the shore. This is good because that means work areas can be far from the wild anarchy of the Docks and waterfront district.

Then again, you don't want production facilities like the Sea Rations Factory or Brewery tucked on the opposite end of the island from your pirate areas. After all, haulers need to haul beer from Brewery to pirate taverns, and tote rations from factory to Docks. Your Blacksmithy, Gunsmithy, and Cannon Foundry send goods to your Docks, too.

So keep your work areas near resources and distinct from your play areas, but not *too* far away. Again, the goal is to reduce travel time as much as possible.

Plan a Road Network for Efficient Travel

Remember: buildings must be placed adjacent to a road. Plus, people prefer walking on the roads and move faster when they do. So once you have a district schematic in mind, extend roads to the first area you want to develop. But don't go nuts and lay out your entire web of roads, or you may end up blocking construction space you need later due to some unforeseen contingency.

Rotate Buildings so the Door Faces the Road

Not all buildings can be rotated. But those that can, should be turned so the door leads directly out onto the road. Again, eliminating even a few extra steps can help your economy's efficiency.

3-4.   Rotate buildings so customers or workers can enter directly from the road.

Place Facilities to Reduce Overall Travel Time for Haulers

You've read suggestions that structures should be built close together. It is certainly more efficient to cluster a "harvesting operation" near its source of raw materials—Timber Camps near big trees, Iron Mines near rich iron deposits, farms near fertile soil, and so on. And generally, it's also good to place an industrial structure near whatever structure is supplying it. For example, a Sea Ration Factory should be close to Corn Farms, a Blast Furnace close to an Iron Mine, etc.

This is efficient from an "aura zoning" standpoint as well. If emanations from Order décor make an area very orderly, it's a good place to expand a cluster of work sites.

But keep in mind that proximity isn't everything! In fact, *alignment* is more important for efficient travel than proximity. If your facility placements are aligned properly, *according to the order of the production process*, it doesn't matter how close together they are. A road that stems from rich iron deposits to Iron Mine to Blast Furnace to weapons facility to Dock would be a good example. As long as haulers don't retrace any steps along the process, you can have an efficient weapons-production system even if related structures are very far apart.

3-5.   Align related structures in order to reduce hauler travel time.

This is particularly true of your iron/weapons industry, which starts with an Iron Mine near rich inland ore deposits and ends as weapons on your pirate ships. Always place your Blast Furnace on a road that runs directly from your Iron Mine to the Docks district. Likewise, place your Blacksmithy, Gunsmithy, and Cannon Foundry between your Blast Furnace and your Docks on that same road. This way, haulers always haul materials (whether iron ore, pig iron, or weapons) in the direction of their ultimate destination.

Place Construction and Chuck Tents Near Heavy Construction Areas

Sure, this seems elementary, but it's worth emphasizing. Each Construction Tent you put up on your island is headquarters for five Builders and one Overseer. Each team operates out of its tent, making regular trips back for supplies and such. Each team also needs to eat slop occasionally.

So it behooves you to place the team's Construction Tent *and* a Chuck Tent very near areas where you expect a lot of construction activity.

For example: Suppose you want to focus on developing your industrial district. First, you run a road out to a mineral-rich area of the island, if no current road exists. There, you plan to construct numer-ous structures: an Iron Mine, Blast Furnace, Blacksmithy, Gunsmithy, and Cannon Foundry. So you definitely want a Construction Tent smack in the middle of the area. Add a Chuck Tent and, for good measure, an inexpensive Bunkhouse for your team of Builders.
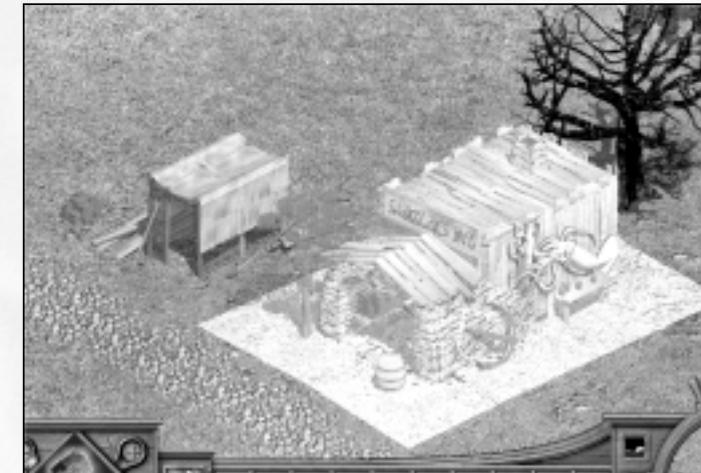
3-6.   Put a new Construction Tent next to the proposed site of anything you plan to build, and knock down old tents.

Don't think of Construction Tents as permanent! Knock 'em down when you're done building in one area and toss 'em up in new areas whenever you want.

Check the Overlay before Creating Farm or Industrial Districts

This is a very basic tip, but one that's easy to overlook when first learning the game. And it's so important that we repeat it here for you veteran pirates. It doesn't matter what kind of

land you build a Dock on, as long as it's next to water. And terrain has no effect on entertainment facilities. But a farm needs fertile soil to thrive, and a mine needs rich mineral deposits nearby.

So when you click on the Corn Farm under Construction Options, check out the Corn Fertility overlay that automatically appears before you plunk down a Corn Farm. Do the same with Iron Deposits before you place your Iron Mine. The "greener" the spot you pick, the more productive your farm or mine will be.

3-7.   Always place Resource structures like farms, mines or Timber Camps on or near the greenest areas in the Overlay view.

But Don't Build on top of Green in Overlay View

Dark green areas in the various Overlay Option views represent the richest or most fertile areas for the resource being viewed—Iron or Corn or Tobacco, etc. When you build a structure, such as a Corn Farm or Iron Mine, to reap the area's resource, avoid placing it directly on top of any green area because any-thing directly underneath a structure is not accessible to farming or mining.

Instead, build in the yellow or lightest green sections near the dark green area. This way you don't cut your workers off from the good stuff, but they don't have far to travel to reach it.

Check Specific Emanations Before Placing Facilities

This is a corollary of the previous tips. Before you place a work site, check the Overlay Option under Captives and see if the Fear and Order is "green" enough to keep your workers in line. If not, consider adding scary or orderly décor before or soon after you start constructing your industrial complex. In this case, building directly atop a green area is a *good* thing.

Also, certain buildings emit their own aura, which can help transform a district's environment more to your liking. For example, most pirate entertainment facilities and housing emanate Anarchy. So every new dwelling or wench house or tavern that you add to your Docks district makes it a wilder and crazier place—ah, just the way you like it.

Use the Powerful Auras of Your Stockade and Pirate Palace

The Stockade emanates powerful auras of both Fear and Order. Meanwhile, your Pirate Palace casts wide auras of both Order and Defense. Take advantage of this and build structures for your captives, such as Construction Tents or Bunkhouses or Chuck Tents, near the Stockade or Pirate Palace.

Add Décor in Heavily Traveled Areas

The main roads of your island transportation system are perfect places for aura-rich décor. Island people don't have to live or work in an aura to be affected by it; just passing through does the trick.

Another good place for scary or orderly décor is near the rich ore deposits where your miners spend lots of time picking and digging. As the manual puts it, "If the miners will be constantly working there, they might as well be afraid." That's straight out of Management 101, isn't it?

3-8.   Line your most traveled roads with appropriate décor—Fear and Order for captive work districts, and Anarchy and Defense for pirate areas.

Save Valuable Time by Bulldozing Out-of-the-Way Construction Tents

Suppose you finish developing your iron/weapons district near the inland iron deposits, and now you want to focus on expanding your docks/entertainment district for your pirates. It certainly makes sense to add a new Construction Tent near the Docks, doesn't it?

This is easy enough. Construction Tents cost no lumber or gold to build, and they occupy relatively little space. So you can just drop new tents anywhere along your road system.

But suppose your captive population is limited—say, in the early stages of a game, or in a Sandbox scenario with few captives, such as Lost Colony or Bare Bones. You might not have enough working captives to fully staff multiple crews of Builders.

If that's the case, do the following. Click on that Construction Tent in the now-developed iron/weapons district to get its Building Detail dialog at the bottom of the screen. Shift-click on each of the Builders to fire them. Then bulldoze the tent. Now when you drop in a Construction Tent in the new area, you have workers ready to step in immediately as Builders.

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Other Management Tips

Here's a few more general tips on managing your workers before we take a more specific look at the phases of a typical game.

Monitor Your Workforce Productivity

If you're low on a particular commodity currently being produced on your island, check the status of the workforce in those facilities. Let's say lumber from your Sawmill or pig iron from your Blast Furnace is running low. See if you have enough workers, or if you're lacking an overseer. If your staff is thin, see the next three tips.

3-9.   Check every building's employment box to see if you have a full staff. If you're short, start raiding for more workers.

Attract Workers to Understaffed Facilities

Encourage pirates and unemployed captives to fill vacant slots in an understaffed facility by boosting the facility's hiring level to High Priority. This only works, of course, if you actually have unemployed captives in your island Stockade, waiting for work.

You cannot technically "hire" workers for an understaffed Sawmill or Blast Furnace or any other facility, but you *can* increase the number of captives available to fill vacant worker slots, even on under-populated islands. See the next two tips.

Fire Workers Producing "Overstocked" Commodities

Producing too much of one commodity is an inefficient use of your workforce. Suppose your lumber stockpile is more than generous—say, well more than 200 units. Slow down your lumber output by firing some workers and overseers from your Timber Camps and Sawmills and locking them out of those jobs by shift-clicking on the vacant slots. A red X will appear in the slot. These downsized pirates and captives will seek employment elsewhere.

3-10. If you have a production facility with a big backlog of product, fire a few workers and lock out the positions so nobody takes their places.

Raid Settlements for More Workers

If you have a ship at dock, a captain, a few pirates, and some sea rations, you can change the ship's mission to Raid Settlement to nab a few more captives for your island workforce. If you haven't discovered any settlements yet, send your ship(s) out on a few missions of Exploration.

Take Advantage of the Walking Dead

Dead people are wonderful workers. They never complain, they don't eat or drink or rest, and they never draw Workers Compensation. In *Tropico 2*, you can build a fun structure called a Graveyard (under Accoutrement in the Construction Options) that, after it is built, stores the corpses of all pirates who perish at sea or in pirate fights.

> Raising corpses into Walking Dead haulers is a bargain at first at only $100 gold a pop. But the price increases the more you do it.

What's so cool about that? Well, once a Graveyard takes in a few good souls straight from Davy Jones' locker, you can pay gold to resurrect them…sort of. Actually, they come back as skeletons called Walking Dead. But that's okay—if you can put up with the stench, they make excellent haulers. Walking Dead are impervious to auras (or lack thereof) of any kind. Nothing bothers them. They just work themselves right to the bone.

Try to manipulate Walking Dead into facilities operating in low Fear and Order areas. Docks and Smuggler's Dives are good examples. Again, they work hard and they never think about escaping.

3-11. Graveyards can be very valuable sources of reliable labor, believe it or not.

Early Game Strategy: Building a Base

Many of the "Zoning for Efficiency" tips listed in the previous section apply to the early phases of a game. After all, one of your first priorities is to make a plan for your island's layout. But here are a few more basic and advanced tips.

One Word: Lumber

Lumber is the basis for island growth as each game begins. Most of the preliminary structures—Chuck Tent, all of the farms, all Production buildings, all Nautical buildings except the Shipyard, all Entertainment building except the Casino and Inn—cost you absolutely no gold to build.

But everything you build (except the Timber Camp and Construction Tent) has a lumber cost. So your very first move as the game begins should be to drop in a couple of Timber Camps near big trees and your Sawmill.

Build a Second Sawmill ASAP

3-12. *A second Sawmill is an excellent investment in the early going.*

Scenarios always start with one Sawmill, which mills raw wood into lumber for construction. But if you place two Timber Camps nearby and you have plenty of large trees in the vicinity, your Timber Camp lumberjacks soon cut more wood than your Sawmill lumberjacks can handle. By building a second Sawmill early, you can nearly double the speed of your early development.

In fact, in most cases, we think a second Sawmill ought to be the very first structure you build, even though it costs 20 lumber. As we just explained in the previous tip, lumber is a critical global resource, especially early in the game. The more you have, the faster you can get ships built and move into the next phase of island growth.

Two Words: Sea Rations

The equation is simple. You can't survive long without an income. You can't have an income without ships. But ships can't sail without food or, more precisely, without sea rations. We think a Sea Rations Factory should

be one of the first buildings you construct after the Construction Tent, Timber Camp and second Sawmill. Most scenarios automatically start with the Corn Farm necessary to supply the Sea Ration Factory.

Three Words: Dock and Boat

Okay, maybe we're stretching our "count the words" theme a little thin. But the three words here are indeed a critical strategy for success in the early going. The sooner you get a boat sailing to raid settlements and eventually cruise for plunder, the healthier and wealthier your island

will be. Even a cheap little Snow, which costs no gold and a bit of lumber, can bring in the labor and kidnap the skilled craftsmen you need to kick start your economy in the early going.

Start Raiding Settlements for Workers

Raiding is a *very* important activity in early island development, even in scenarios where you get shipwreck survivors or receive deliveries of prisoners from a patron power. Labor is at a premium initially. Once your Stockade is empty, it doesn't do much good to build food, grog and wenching facilities for your increas-

ingly needy pirates if you have no captives to staff them.

Of course, you need a Dock and boat, and you need a Sea Ration Factory to provide food for voyages. But you don't need any weapons to successfully raid a settlement and carry off captives.

Start Mining, Smelting, and 'Smithing

You'll need gold soon enough. So you'd better get your weapon-making industry started early, because cruising for plunder requires at least three separate facilities: an Iron Mine (placed near rich iron deposits) to mine the iron ore, a Blast Furnace to smelt the ore into pig iron, and a Blacksmithy to fashion the pig

iron into swords known as cutlasses.

In the middle phases of the game, you can expand this industry to include the manufacture of muskets and cannons. But for now, in the early going, a good supply of cutlasses is all you need to outfit a cruising vessel.

Load up on Wench Houses Early

Pirates begin to have "companionship" needs by the end of their first six months on the island, so build multiple Wench &
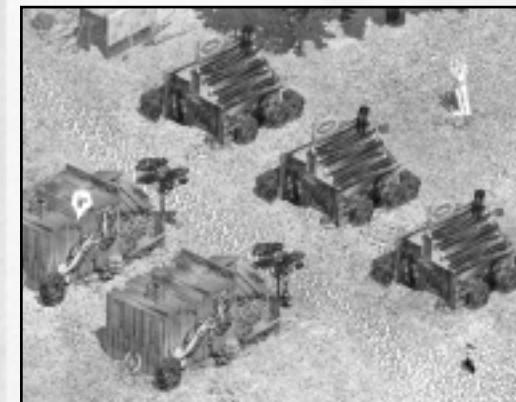
Masseuse houses early in the game. In most games you'll need four of these houses for each single Smuggler's Dive and Animal Pit you create. The reason: a Wench & Masseuse can handle only one pirate customer at a time. Fortunately, each house requires only two lumber to build, so it's easy to pop up a quick row of pleasure huts in your Dock district.

3-13. *Put up plenty of Wench & Masseuse houses in the early phase of a game—at least four to start.*

Build a Smuggler's Cove Before your Treasury is Exhausted

The Smuggler's Cove sells excess produce once you allow one of the great powers access to your island. In many games this is a good idea because selling your extra beer and cutlasses (plus other stuff later) can see you through tough times.

Construct your Smuggler's Cove before your treasury dips below the $350 mark. The building itself costs $100 gold and 20 lumber, but you need a Skilled Trader to unlock the construction icon. Kidnapping any skilled craftsman costs you $250 gold. Thus you see why you should move before you don't have $350 to spend.
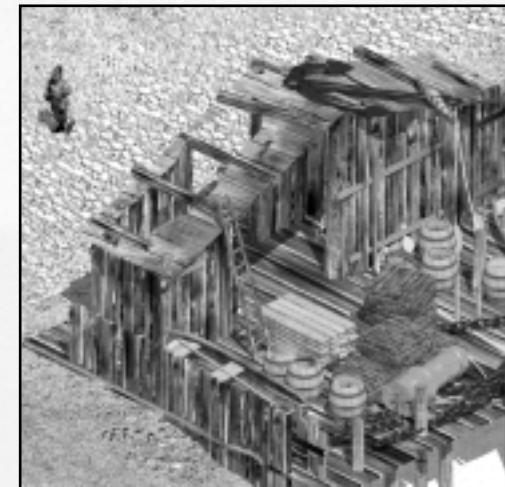
3-14. A Smuggler's Cove is an excellent source of regular income…but be sure you're on good terms with the nation to which you open its doors.

Consider the Nation you Invite to Your Smuggler's Cove!

The country you pick permanently learns the location of your island. If you've been preying on their shipping and settlements and your relations with them are less than neutral, you risk becoming the target of an invasion. So you might want to make sure you lay the groundwork for good relations with that country before opening the cove to them.

Remember: You can't spend gold that you don't have, unless you buy ship supplies on credit via the Black Market.

Build a Graveyard Before you Start Cruising for Plunder

As we mentioned in the previous section, corpses can be raised at the Graveyard, and the first few are reasonably cheap (the price rises). The Walking Dead make excellent haulers who need nothing and work tirelessly.

Of course, you need dead pirates in the Graveyard before you can raise the corpses into Walking Dead. If pirates die before the Graveyard is built, they can't show up in the Graveyard. So before you begin high-risk pirate cruises for gold, make sure you benefit from the inevitable pirate deaths that occur in this dangerous career.

DESIGNER TIP: ON GRAVEYARDS

In many cases, it is very wise to build your Graveyard *before* you begin raiding settlements for captives, as this activity can kill your ship crews and thus provide pirate corpses for resurrection.

If you are playing a Sandbox game on either of the two hardest Island Advantages settings (Lost Colony and Bare Bones), you must raid almost continuously once you have a ship because labor is scarce. In this case, it is advisable, even critical, to have a Graveyard during this dangerous, ongoing raiding.

Ted Spieth, Designer

Press Gang Enough Pirates to Man Your Ships

Until you can embark on Cruise missions for plunder, your pirate population won't pick up new volunteers to fill your Overseer positions and ship crews unless you forcibly "recruit" a few folks with the Press Gang edict.

Recruits produced by the edict are lowly buccaneers, with little hope of amounting to very much in the pirate world. But they can oversee lazy captives in various industries, and more importantly, they can man the rigging on your early raiding and cruising expeditions.

Don't Press Gang more pirates than you need. Just get enough to fill out your boat rosters. Plunder cruises eventually bring in more experienced sailors to take their places on your crews.

Raising the Service Quality in your Entertainment Facilities

By the end of this phase, some of your pirates, especially captains and officers, will reach middle levels of rank (3-6) and want something more than you're offering at your local Smuggler's Inn. You can forestall their desire for higher level establishments by raising the Service Quality in the building dialog of one or two of your Smuggler's Inns, an Animal Pit, and a few of your Wench & Masseuse houses.

This won't satisfy your highest-ranking pirates forever, but it helps bridge the gap until you can start building finer establishments.

3-15. Raise the Service Quality in one or two of your establishments to cater to captains, officers, and other pirates who are beginning to rise in rank.

Middle Game Strategy: Gear Up Industry & Plunder

The middle stage of a game can be very tricky. In fact, this stage is usually where population problems are most prevalent. It's a transition phase. You haven't yet built your really big boats or cranked your plunder-producing cruises into high gear, but you've probably tapped out your treasury building the infrastructure, production, and entertainment facilities you need to outfit ships for cruising.

Build at Least One Big Ship and Start Cruising Full Time

Time to start filling your treasury with plundered gold and ransom monies for Wealthy Captives, plus bring in more pirate recruits. But as the saying goes, you gotta spend money to make money. The best way to give your income a big boost is to put out some cash for at least one Frigate or Galleon, though building two is much better, if you can afford it. These big boats are sturdier, carry more pirates and weapons, and can sail longer. Two big ships working together in a region give you a very formidable force.

3-16. Build a Shipyard and turn out your first big ship when your support industries are in place.

Add Musketry to Your Arsenal

Kidnap a Gunsmith and add a Gunsmithy to your iron/weapons complex.

You can add a Cannon Foundry too, if you want to kidnap the Engineer and expend the 25 lumber. But cannons are frequently one of the spoils of successful cruises for plunder. So it's possible to keep your ships carrying cannons without a foundry building them.

DESIGNER TIP: STOCKPILE!

Lumber and sea rations never rot. If at any point you have extra labor, build up a surplus of timber, lumber, corn, slop, and sea rations. In the late stages of the game, your large ships will eat up these surpluses very quickly. It is almost impossible to have too much lumber or sea rations in a long game.

Ted Spieth, Designer

Point-Counterpoint: Keeping or Ransoming Wealthy Captives

Wealthy Captives, as the game manual points out, are like "money in a savings account" that earns interest as long as it stays "deposited" on your island. The longer you keep a Wealthy Captive hostage, the more he or she racks up in credit debt to you, and thus the more gold you receive when you finally ransom the rich parasite back to his or her estate.

However, as long as your Wealthy Captives stay on your island, they compete with your pirate population for space in the island's entertainment facilities. Too many Wealthy Captives can crowd your hard-sailing buccaneers out of taverns and wench houses and gambling dens. Get rid of them! Ransom them back the minute they step off the boat.

Or not. When we presented the previous tip to Frog City, we got the following:

First, Ted Spieth, Tropico 2 designer, dissented. He wrote, "I disagree. It is wiser to build additional entertainment facilities—an Inn is the most effective—and keep the Wealthy Captives until you actually need the money."

Then his brother and lead designer Bill

Spieth wrote, "I don't disagree quite as much. It can get very crowded in your facilities, especially if you're not yet an expert who knows how to keep your entertainment capacity running way ahead of the number of pirates on the island. However, I do agree that once you can build an Inn, you should do so because it earns a huge amount of money, and can keep a large number of Wealthy Captives happy. If you have space, a Hotel does this also, with the added benefit that pirates don't use it, so captives don't have to share space."

Finally, Frog City programmer Jon Edwards chipped in: "I'm not sure I agree with 'Don't keep your wealthy captives too long.' It seems you can have a strategy where you create service, whether additional general facilities or facilities just for them, like the Hotel. I've seen people (Ted at least) play a strategy where all Wealthy Captives are ransomed off simultaneously near the end for big money."

So there you have it. The definitive answer on the Wealthy Captive question is it depends!
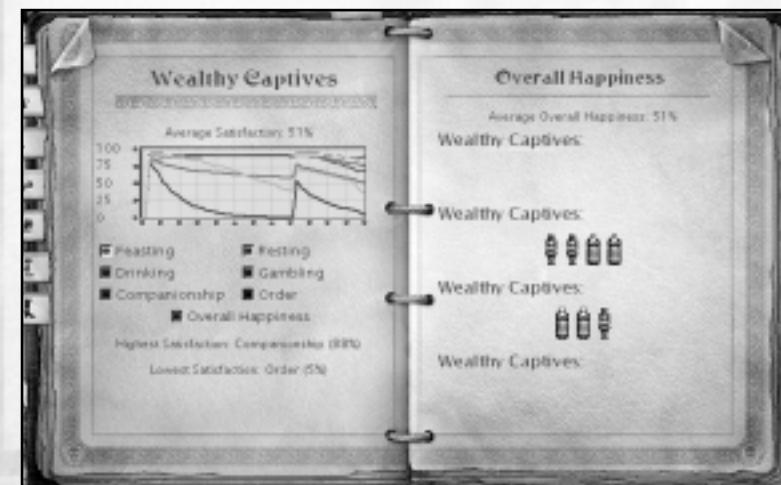
3-17. Wealthy Captives compete with your pirates for entertainment spaces.

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Don't Press Your Luck in Sea Regions

Once you get past the early part of the game, periodically clear all of your ships out of an area that has been successful, and cruise in other areas for a while. This is a good idea because the Great Powers will send more naval vessels and fewer merchants to areas that have had many recent pirate attacks. By reallocating your ships, you keep the Great Powers guessing. Each power has a limited amount of extra naval strength to allocate.

Build Mid-Level Entertainment

Your best pirates are probably outgrowing your lower-level entertainment establishments. Time now to add the next level of facility in each category. Drop in at least one of each of the following: Gambling Den, Cheap Eatery, Tavern, and the Brothel & Salon.
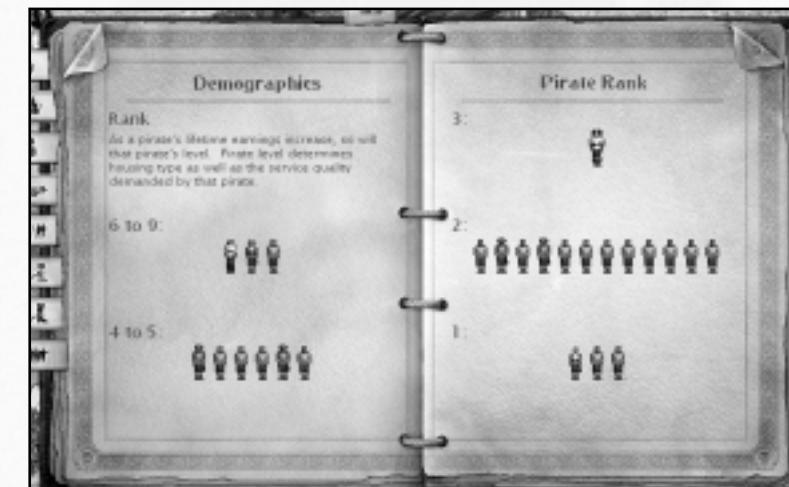
3-18. Check your pirate ranks regularly in the Island Log, then adjust facilities (or build new ones) to cater to them appropriately.

Keep Tabs on Pirate Rank in the Island Log

Just open the Pirate Demographics page in the Island Log and click Rank. As more of your buccaneers get above level 4, add more of the mid-level facilities mentioned in the previous tip to keep them satisfied. Be sure to adjust Service Quality in your entertainment places to match the rank levels of your pirates.

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Keep Some Pirate Entertainment Close to Your Palace Gate

As we said, your pirate happiness and captive resignation may be at its lowest in this transition phase of the game. So watch out for disgruntled inhabitants who have escape or revolt in mind. One way to create a safety shield for yourself is to build a Smuggler's Dive and a couple of wench houses near the gates of your Pirate Palace. This ensures that there are always a few pirates close by in case of captive rebellions.

Don't Overcrowd Your Pirate Entertainment

Build more entertainment structures if necessary and make sure there are workers to staff the new buildings. Consider assassinating pirates if you have too many, or ransoming wealthy captives. Of course, assassinating pirates may not be an option you want to exercise. Designer Ted Spieth says, "I have *never* assassinated a pirate. Others here at Frog City do, but I just try to build another ship, or a bigger ship." And his brother Bill adds, "I don't assassinate either, but on tiny islands it can be useful. Ted always plays on medium sized or larger islands."

Keep Moving Timber Camps Near Bigger Trees

But don't just bulldoze the old ones. Wood, taken to your sawmills and made into lumber, is the source of almost everything you build on the island. The camps are far more effective when they are near big trees. Close down old camps in cleared areas and put up new ones near big timber. Since Timber Camps are free to build, there is no cost to you, barring the time for workers to relocate.

But take this advice from programmer Jon Edwards, who says, "When I want to move Timber Camps, I check to see if there's a large supply of surplus wood still waiting to be picked up in the camp. If there is, I build the new Timber Camp, fire all the workers at the old camp, and block out all the hiring slots. Then I wait until Sawmill haulers take all the commodity before I bulldoze the old camp."

Designer Tip: *Conserve!*
Be careful to not denude your island of trees too early. Leave an area with mature trees to allow more trees to grow. It's sometimes necessary to halt timber cutting for a while to let more trees sprout.
Ted Spieth

Late Game Strategy: Upgrade and Stash

By now your iron/weapons industry should be in full gear, cranking out weapons at a good clip, and your entertainment district should be bustling. But a new challenge arises as a result of your successes. Your pirates are gaining personal wealth and rank, their status is rising, and taste in entertainment is growing more sophisticated—some might say *picky*. Time to start upgrading things.

First, Upgrade Your Fleet

Of course, it takes gold and skilled captives to upgrade things. And the only way to get those is to send out your ships. More ships means more missions of plunder. Bigger ships mean less fear of danger, longer cruises, and yes, more plunder. The optimal size of your fleet depends entirely on the length of the game and the victory conditions you're trying to meet. But whatever boats you do have should be *big* ones by the later stages of the game. And they should be well outfitted with weapons.

Second, Educate Your Crews

Crews with high skill ratings enhance your ships' chances of seafaring success. Pirates' skills rise randomly when they engage in battles, but you can improve your pirates' fighting and nautical skills by building training schools in Swordsmanship (cutlass skill), Marksmanship (musket skill), Gunnery (cannon skill), Navigation, and Seamanship. When you have one or more schools built, issue the Educate Pirate edict, pick the skill to be improved, click the seal on the scroll, and then click red cursor on the pirate you want to train.

3-19. Train your pirate crews at schools to boost their nautical and fighting skills.

The red cursor turns white when positioned over an eligible pirate. You can click directly on the actual pirate, on his picture in the Island Log (under any of the categories that display pirates), on his icon in a ship's crew window, or in an entertainment facility's customer window.

Upgrade Everything Else You Can Afford

Again, your pirates are getting increasingly upscale in their tastes. More and more pirates are reaching that stratified sphere of levels 5 through 9. So it's time to start giving them what they want. Kidnap the skilled workers you need and then open at least one Casino, Inn, and Courtesan & Spa.

Also consider building the industries that produce special commodities like rum, cigars, and pastries that can enhance a pirate's pleasure in upper crust establishments. Papaya, Banana, Tobacco, and Sugarcane Farms provide the raw materials for the Bakery, Cigar Factory, and Rum Distillery. You need certain skilled craftsmen to unlock these buildings, too. Start kidnapping them.

3-19. A Casino is ever so much more fun if you can get cigars and rum there, too.

Casino

High-ranking pirates appreciate the excellent grog and wagers here. Bonuses for rum and cigars.

You have 0 of this building on your island
Construction Costs: 300 gold, 30 lumber
Maintenance Cost: 5 gold per month
Employs: 2 Servers, 1 Hauler
Satisfies pirates of levels 5-9
Customer fees: 8-30 gold
8 customer spaces
Receives Rum, Cigars
Provides Drinking (24-59%)
Provides Gambling (39-69%)
Emanates Anarchy (46:4)

Maximize Your Stash Percentage if That's Important to Victory

If you have a Pirate Cave stash requirement in the game you're playing, now's definitely the time to switch the setting to "Stash Maximum." This puts 25 percent of all your treasury income into your personal hoard. It's usually smart to wait until you've built a substantial fleet and have your expensive new facilities in place before you start skimming a quarter off the top, but that depends on how steep the game's stash requirement is.

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Chapter Four:
Population Control:
Managing Pirates & Captives

Chapter 4
Population Control: Managing Pirates and Captives

Buildings and zoning are all well and good, but at its heart, *Tropico 2* is about people—scurvy cutthroat people with scars and eye patches maybe, but people nonetheless. All of your planning and island management has one goal in mind: the satisfaction of your populace.

You want to make your pirates happy and your captives resigned to their fate. That's it; that's all. Well, okay, maybe you want to enrich yourself a bit, too. And rule like a Chaldean god, perhaps. But surely that's all secondary to your deep, heartfelt concern for your people.

So let's take a look at your people. Let's see what makes them tick, and how you can better manipulate…I mean, serve their needs.

4-1.   *Success in Tropico 2 means catering to the needs (and fears) of your island populace.*

Before you read this chapter, go back to the Tropico 2 Pirate's Book o' Lore (i.e., the game manual) and reread Chapter 4: Characters to solidify your knowledge base regarding the basics of character management.

The Pirate Happiness Algorithm

Okay, math majors, this one's for you. Warning: If numbers cause you pain, dizziness or blurry vision, please skip this section and jump ahead to General Population Tips.

Every character has immediate needs, listed on the Overview page of his/her Character Detail dialog. For pirates, these needs are Grub, Sleep, Betting, Grog, Hoard, and either Wenches (if male) or Beauty Aids (if female). Wealthy Captives share those same needs, minus Hoard—they've already have a big time hoard back home. Pitiful regular captives, meanwhile, need only Grub, Sleep and Worship.

4-2.   *Click on a pirate and check the status of his immediate needs in the Overview of the Character Dialog.*

A bar next to the need indicates the current level of gratification. This bar reflects a 255-point scale. When a pirate walks into an entertainment building that fulfills that need, a certain percentage of the need bar is filled in with color. The percentage of the bar filled depends on an algorithm that looks like this:

[Base Satisfaction + Commodity Bonus + (Staff Average Skill x Skill Constant)] x (Adjustment for Comparison Between Pirate's Rank and "Service Quality" Level)

We'll explain what some of these terms mean in a minute. First, here's an example: A Rank-3 male pirate walks into a Wench & Masseuse house with a Service Quality set for Ranks 2-4 and a Wench with a Companionship skill rating of 3.

The amount of "Wenches" gratification this pirate gets is determined as follows:

☠ Start with the base satisfaction value for a Wench & Masseuse house, which is 100.

☠ Add the bonus for commodities such as rum, cigars, or pastries, which in this case is 0 on all counts.

☠ Add the product of the Wench & Masseuse staff's average skill (only one wench here, so the value is 3) multiplied by the skill constant for wenching (which is 20); that is, 3 times 20.

☠ So you have 100 + 0 + (3 x 20) for a total of 160 points.

☠ Now you adjust that total for the percentage difference between the pirate's rank (3) and the facility's Service Quality level (Ranks 2-4). In this case it's 100 percent, because the ranks match. So 100 percent of 160 are 160.

☠ Expressed as a percentage of Wenches gratification, this leaves you with 160/255 = 62 percent.

So that's what this pirate receives—62 percent added to his Wenches gratification bar.

4-3.   Factors that affect a "happiness transaction" include the Skill level of the staff and the Service Quality level set in the facility.

The Algorithm Variables

Here's a quick rundown of the variables in the "Happiness Algorithm" and what they represent.

Base Satisfaction

Each establishment has a Base Satisfaction value for each activity that it provides— Wenching, Feasting, Drinking, etc.

Commodity Bonus

If the establishment provides any special commodities for pleasure—Beer, Bananas, Papayas, Rum, Cigars, or Pastries—each available commodity has a bonus value.

Staff Average Skill

For each type of service, the game calculates the Staff Average Skill, or the average skill rating of all service workers who provide that skill in the establishment. For example, a Tavern employs three servers. If two have a Service skill of 2 and one (a Skilled Server) has a Service skill of 5, the average Service skill for that Tavern is (2 + 2 + 5) divided by 3, which is 3.

Skill Constant

Each of those activities has a Skill Constant value for the type of worker who provides the service of that activity.

4-4.   Special commodities like beer or bananas can add significant happiness points to a Smuggler's Dive visit.

Rank/Service Difference

This variable in the algorithm has a start value of 100 percent. Here's how it is modified: Each pirate has a rank, and each entertainment facility has a Service Quality setting which includes a range of three "ideal" or appropriate ranks (such as "Ranks 3-5"). For a pirate whose rank falls outside of that ideal range, 10 percent is lost for every level of difference, whether the rank is higher or lower.

So if a pirate of rank 3, 4, or 5 enters a Cheap Eatery set to a Service Quality of "Ranks 3-5," the difference is 0, so the variable stays at 100 percent (as in our original example). But if the pirate is rank 2 or 6, the difference is 1, and so the algorithm subtracts 10 percent from 100 percent, thus plugging in 90 percent as the variable.

Table of Pirate Satisfaction Values

Here's a table that lists values used in the game:

Establishment	Activities	Base	Skill Constant	Commodity Bonus
Smuggler's Dive	Drinking	50	Service 10	Beer 50
	Feasting	50	Cook 10	Ban 15, Papa 15
Wench & Masseuse	Wench/Preen	100	Wench 20	—
Animal Pit	Gambling	100	Service 10	—
Tavern	Drinking	70	Service 10	Rum 70, Beer 50
Cheap Eatery	Drinking	30	Service 10	Beer 30
	Feasting	70	Cook 10	Pastry 70
Gambling Den	Drinking	45	Service 10	Beer 45
	Gambling	100	Service 10	Cigar 65
Brothel & Salon	Wench/Preen	120	Wench 25	Cigar 40
Casino	Drinking	50	Service 10	Rum 50
	Gambling	100	Service 10	Cigar 75
Courtesan & Spa	Wench/Preen	130	Wench 35	Cigar 40
Inn	Drinking	40	Service 10	Rum 70
	Feasting	90	Cook 10	Pastry 110
	Resting	50	—	—

How Rank Matters

If you look up each entertainment establishment in the Pirate Isle Cyclopedia in the Island Log, you find a maximum and minimum percentage listed for each activity provided by that establishment. For example, under the Cheap Eatery you see, "Provides Drinking (16-43%)" and "Provides Feasting (31-75%)."

These represent the lowest and highest possible percentage of the need bar that can be filled for a pirate of the appropriate rank—that is, a rank that matches the Service Quality level set for the establishment. The low-end percent assumes the poorest service (skill level of 1) and no commodity bonuses. The highest percentage assumes service of skill level 5 and all possible commodities.

Designer Q & A

Q: Is gaining rank based solely on a pirate's purse amount? If so, what's the scale? How much money pushes a pirate up another rank level?

Bill Spieth: Actually, a pirate's *total earnings* determine his rank, not his current purse amount. Pirates are fun-loving types who spend a lot on entertainment, remember. Here's a table of the earnings levels that raise a pirate's rank to the next level:

Earnings	Rank
75	2
200	3
350	4
550	5
800	6
1100	7
1500	8
2000	9

Emanation

Note in the Pirate Cyclopedia that many structures "emanate" one or more of the four basic auras: Fear, Anarchy, Order, and Defense. The emanation is expressed as two numbers separated by a colon. For example, the Casino is listed as "Emanates Anarchy (46:4).

Receives Rum, Cigars
- Provides Drinking (24–59%)
- Provides Gambling (39–69%)
- Emanates Anarchy (46:4)

4-5. *Many structures emanate one or more of the Tropico 2 environmental auras. The first number shown here indicates the relative strength of the structure's Anarchy emanation. The second number indicates how far out the aura extends from the structure.*

The first number is the average strength of the emanation from the building. It will be stronger near the building and weaker farther away. The second number is the maximum number of tiles from the building that characters can feel the emanation from it. A "tile" is a grid square that you can see if you press *G* on the keyboard to toggle on the Grid Lines.

4-6.   You can toggle on the Grid Lines (just press G on the keyboard) to see the "titles" surrounding a building.

General Population Control Tips

This section gives you a few overall tips and notes to consider when dealing with your sometimes-unruly populace.

A NOTE ABOUT FACTIONS

You may notice that one part of your Island Log refers to pirate factions. These are different groups of pirates on your island who have different loyalties, priorities, or proclivities. But you'll find nothing about factions in the Tropico 2 Pirate's Book o' Lore.

Why? Because, according to the designers, factions have very little to do with actual game play. That is to say, they don't really influence the decisions and actions players take. Basically, factions exist to help balance the way the game flows.

As Bill Spieth explains, "The effects are subtle and don't really change how you play. In other words, finding out that you have 10 Literati and 12 Hedonists on the isle does not really effect what the player does that much.

"Factions affect things in the same way that pirate nationality does. They set predilections, which basically means that certain pirates build up needs for certain things faster or slower. For example Gunners like to stash more often, Hedonists like to party more often, and so on.

"The reason for keeping these (and the national preferences) in the game is so that all pirates of a given level don't act exactly the same and demand things at the same time. For instance, without faction and nationality (or personality, which exists for the same reasons) you'd see all pirates ranked level 2 at the start of the game demand alcohol at the same time. So factions are more important for how the game looks, feels and runs than they are important for what the players do."
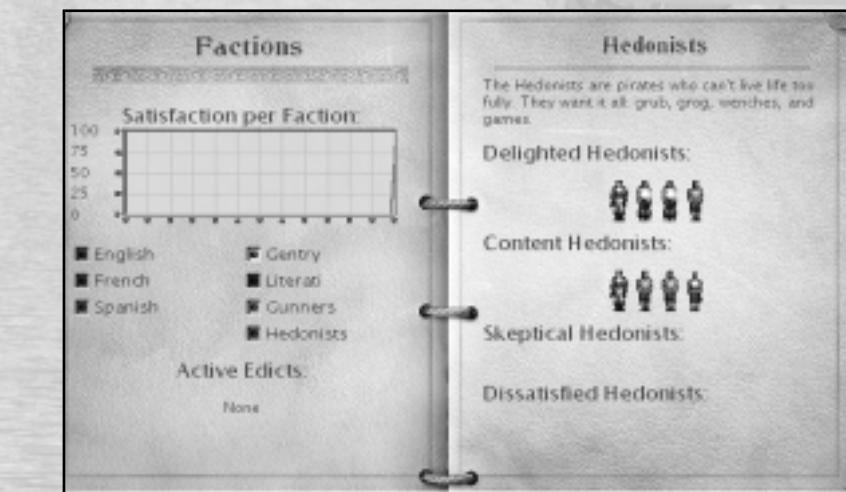
4-7.   Factions exist merely as a subtle game-balancing element that has no effect on your game play actions.

Check Pirate Satisfaction and Captive Resignation Often

Really, check these regularly. It's okay, you won't miss anything if you do—the game automatically pauses every time you open your Island Log. The "Average Satisfaction" graph on the left side of the page in each section gives you a snapshot of all the relevant activities that comprise your overall Pirate Happiness or Captive Resignation.
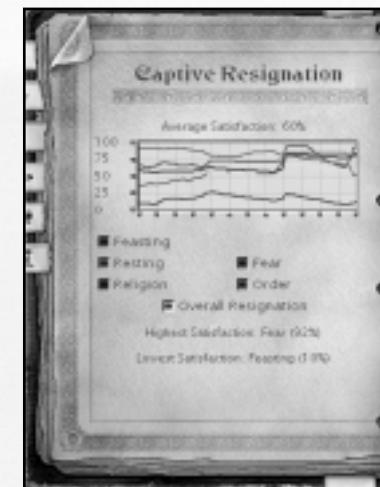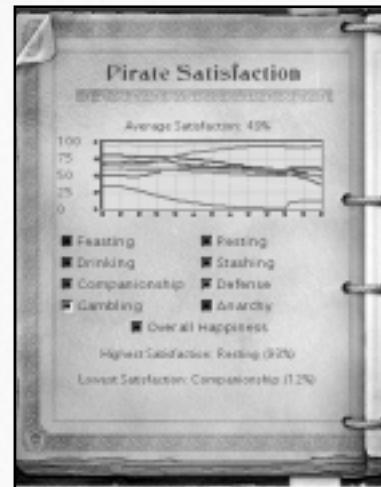
4-8.   Spend some quality time referring to these two pages in your Island Log. The graphs can tell you exactly what you need to focus on next.

A quick glance at the color-coded lines on the graph can reveal problems immediately. On the Captive Resignation graph, suppose the dark green Order line has dipped way below 50 percent. Aha! Time to open the Overlay Options, select Captives, and click on Order to see where the trouble might be. Maybe one of your work areas is a little too orange or red, instead of the dark green that indicates an orderly work environment. Time to drop in some Orderly Shrubs, or maybe even some Very Orderly Décor if things look too rowdy.

If you have Smitty activated, he will often tip you off when certain categories drop dangerously low. To activate Smitty, click the Game Options button and open Change Settings, then click the box next to Tutorial On.

Handle Personnel Issues with the Game Paused

When you're developing a huge island over 20 or 30 years, you'll probably end up with multiple districts with multiple buildings. In fact, you may even have multiple weapon industries near multiple iron deposits, feeding shipments through multiple entertainment areas to boats at multiple Dock districts.

In a situation like that, even a chess master might have trouble with "on the fly" monitoring of all of his population needs. The best technique: *pause the game*. With the game paused, you can scan around and check out everything at your leisure.
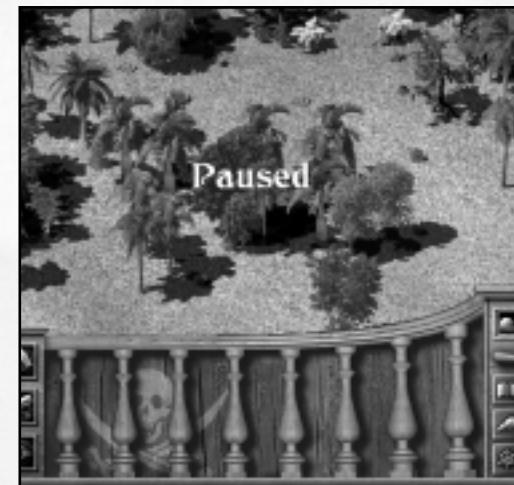
4-9.   Don't be ashamed to pause the game when you need to think, plan, scan, or take stock.

Captives

No economy is viable without a reliable labor force. Your island workers, being somewhat reluctant participants in your island economy, require special motivation. Stock options won't do. You have to keep them in line and scare the hell out of them…the kind of management technique that made Wall Street great, actually. Here are a few tips on how to maintain your workforce.

Keep Them Orderly in the Outskirts

A heavy-handed sense of Order can work wonders in your outlying labor areas. Farms and the industry cluster near your iron deposits are busy labor centers, so you should spend some time and lumber planting rows of Orderly Shrubs and Décor along the rural roads. Captive workers trudging between work, Bunkhouse, and Chuck Tent will get constant reminders that any wayward thought of escape is absolutely futile in such a controlled, well ordered environment.

Keep Them Scared in Pirate Areas

A sense of Order, unfortunately, has very negative effects on pirates. And many of your captives actually work in the docks, dives, and gambling dens of your riotous pirate entertainment district. You don't want *any* Order there. So how do you keep those workers in line?

Keep them in line with Fear, of course! Fear cows captives, but doesn't even faze your pirates. So fill your Docks/Entertainment district with scary stuff such as dismembered arm sculptures and hanged skeletons and so forth. Maybe even erect a Gallows, just for the fun of it. Add a Watchtower as a friendly reminder. Keep the Fear factor high to frighten away all their Anarchy-inspired thoughts of escape.
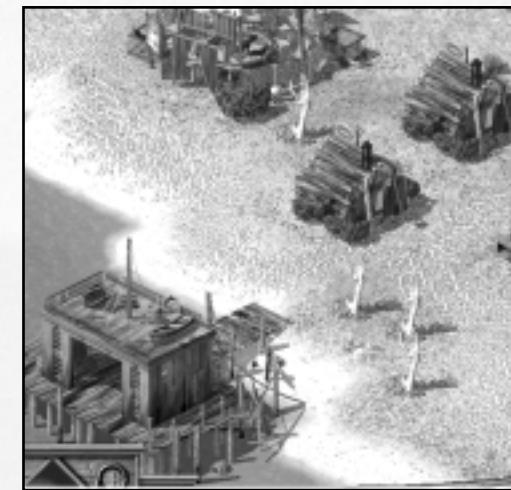
4-10. Create a heavy aura of Fear around your Docks and entertainment areas. Pirates won't mind, and your staff workers get the message.

Keep Them Praying

Religion is a wonderful thing. Really, there's no better way to keep an oppressed population resigned to the injustice that is its fate. By all means, kidnap a Skilled Priest and cough up the measly 18 lumber it costs to build a Church. Watch those pews fill up fast, the hymns rise to the rafters, and the worker discontent drop like a rock.

4-11. Build a Church fairly early to cater to the captive Worship need.

Stay Ahead of the Slop Curve

Captives eat slop, a wonderful gourmet confection made of corn at a Chuck Tent. Stay ahead of the corn and slop demand. Too much corn is never a problem—you have unlimited room for storage at your farms, and corn never rots. But too little corn can become a pure, unmitigated disaster. Once captives start starving to death, you'll lose quite a few before you can improve the situation. If you keep production ahead of demand, starving never begins.

4-12. It's not very expensive to build the extra Corn Farms and Chuck Tents you need to keep your captives well fed, and it's well worth it.

The way you stay ahead of demand, of course, is to build more Chuck Tents and Corn Farms as your population grows. Don't take that first farm or two for granted. If your captive "Feasting" satisfaction is falling (check the purple line on the Captive Resignation graph in the Island Log) or if your Chuck Tents are always full of captives, time for another Corn Farm. If your captives are going hungry but you have a big backlog of corn at your Corn Farms, then toss up a couple more Chuck Tents.

Use Skilled Craftsmen Whenever You Can

Cruises can bring you skilled captives. When you arrive in port with a kidnapped craftsman, he/she automatically replaces an unskilled worker at the appropriate work site. If no such work site exists yet, the craftsman goes directly to the Stockade.

So if a Skilled Lumberjack arrives on your island, he automatically steps into a slot at one of your Sawmills or Timber Camps, even if their rosters are currently full; he just bumps an unskilled worker out of a slot. The captive formerly occupying that slot then seeks work elsewhere as an unskilled laborer.

Use "Creative Firing" to Manage Skilled Workers

If you kidnap a Skilled Lumberjack for your Sawmill but all of its work slots are filled, he may end up going to a Timber Camp instead. If that happens, simply pause the game, fire one of your Sawmill lumberjacks, and then fire the Skilled Lumberjack from his Timber Camp. Un-pause the game. The skilled fellow will automatically take the empty slot at the Sawmill—unless, of course, empty slots exist at other Timber Camps.

If he takes one of *those* instead of the Sawmill slot you just created, you may have to lock out all empty Timber Camp slots. Hold down the **Shift** key and right-click on empty slots to place a small red "x" on them. Be sure

there's an empty slot at the Sawmill again, and then fire the Skilled Lumberjack again—whew!

The same thing can happen if you try to bring in Skilled Wenches, Cooks or Servers for particular establishments. They may instead step into open slots at lower-level facilities—a Skilled Wench goes to the open Wench & Masseuse slot rather than to the Brothel & Salon you had in mind for her. Once again, you have to micromanage a bit. Lock out empty slots in places where you don't want the skilled labor, create an open slot in the place where you *do* want the skilled craftsman, then fire that craftsman from the lowly slot he or she took instead.

Read Their Thoughts

When you click on Thoughts in the Character Dialog of a captive, you gain the godlike ability to peek inside his or her simple psyche. Some of the thoughts are quite amusing. One of our favorites: "The division of labor on this isle is a tad unjust." Do you think so?

But captive thoughts are often quite revealing, too. First, note that they are color-coded, just like other aspects of the game. Thoughts written in green indicate a satisfied, resigned worker.
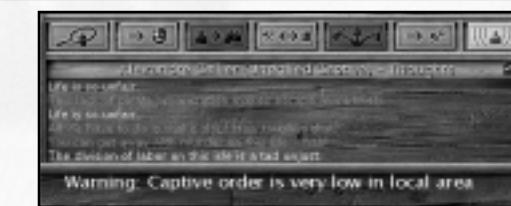
4-13. Keep a watchful eye on your workers' thoughts, big brother. You can see trouble brewing and take steps before it boils over.

Thoughts in red indicate a mind ready to snap. For example: "You can get away with murder on this isle—hah!" If you move your cursor over the red letters of this thought, you get a message below that reads, "Warning: Captive order is very low in local area."

Better do something about it, quickly. Or you risk an escape attempt…or worse, a bloody rebellion.

Be Ready to Quash Those Captive Rebellions

Sometimes a few unruly captives will escape your attention, especially on bigger, harder-to-manage islands. If one worker snaps and decides to escape but he finds some likeminded captives around him, a nasty rebellion can result. The scurvy rebels will literally storm the palace and make an honest effort to remove the head of the island—by beheading you. This attack will come swiftly and directly.

Rebels are single minded, and will never return to their slop-wages jobs. Every one of

them must be killed or else they succeed in lopping off your best feature—game over. Your palace guards defend you, of course, as do any other pirates along the route that the rebels take to your residence. If the attackers manage to breach the palace and they outnumber your guards, you lose. On the other hand, if your assigned guards outnumber the attacking captives, the rebellion is stamped out.

Pirates

Sure, pirates may look like complex, introspective characters, but they really have very simple immediate needs: grog, wenches, a cigar or two. Given such pleasures, pirates are willing to shove off singing into the most dangerous of nautical situations.

Load up on Wenches Early

Pirates start to need entertainment within the first six months, so build multiple Wench & Masseuse houses very early in the game. We suggest four for each Smuggler's Dive and Animal Pit you have. The Wench & Masseuse can handle only one pirate customer at a time. Fortunately each house requires only two lumber to build.

4-14. Wench & Masseuse houses service only one customer at a time, so build plenty until you're ready to upgrade to Brothels or Courtesan houses.

Designer Q & A

Q: Are pirate Officers selected based on their Leadership rating—that is, higher Leadership means better chance of being an Officer?

Bill Spieth: Officers are selected by a combination of Leadership and Notoriety.

Q: Can a pirate improve his Traits like he can improve his Skills?

Spieth: Notoriety can improve, but only after a cruise mission, or by adding a Pegleg, although it's very tough to raise a Notoriety rating after it hits 4 or 5. Leadership and Courage cannot be improved by experience, but they can by accoutrements. For example, a hat from the Hat Shop boosts Leadership, and a parrot from the Parrot Aviary boosts Courage.

"Fix" Disgruntled Pirates Quickly

As the *Tropico 2 Pirate Book o' Lore* points out, a disgruntled pirate should be treated as a "wake-up call." Does he need more Grog outlets? Is his Sleep sub par? If you pinpoint his problem and fix it, you'll probably end up fixing a bigger, island-wide problem, preventing disgruntlement from spreading to other pirates.

Find the Sources of Disgruntlement

Follow these basic steps to deal with disgruntled pirates the moment you get a first disturbing report:

☠ Pause the game. As the manual suggests, this stops the situation from getting worse.

☠ Find and click on the disgruntled pirate. The easiest way is to use the Island Log. Open the Pirate Satisfaction page, then look at the Overall Happiness page opposite.

☠ Click on any pirate icons you find in the "Dissatisfied Pirates" section to open up his Character Detail dialog below. The disgruntled pirate will be one of the "Dissatisfied Pirates," but you should explore the complaints of any pirate who is not satisfied with your rule.
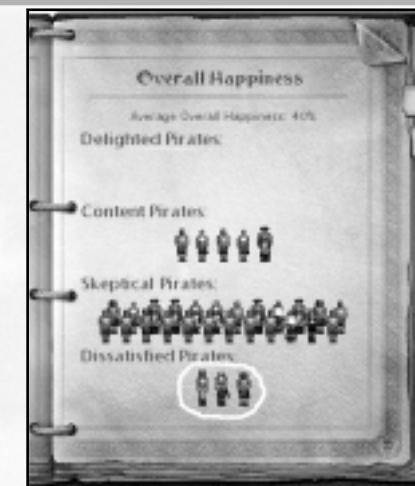
4-15. Find dissatisfied pirates using the Island Log, then determine what's got them so upset and fix it.

☠ Close the Island Log and open the pirate's Happiness page from the Character Detail menu. Check the Anarchy and Defense bars. Are they low? If so, better start improving his environment with shrubs, décor, whatever it takes. If not, read on.

☠ Check the disgruntled pirate's Purse on the Overview page. If he's low on gold, he can't afford much entertainment, a possible cause of unhappiness. Use the shortcut scroll at the upper-right corner to make a nice donation from your island treasury. Of course, this doesn't immediately make an unhappy pirate happy, but soon he'll buy entertainment that can boost his spirits.
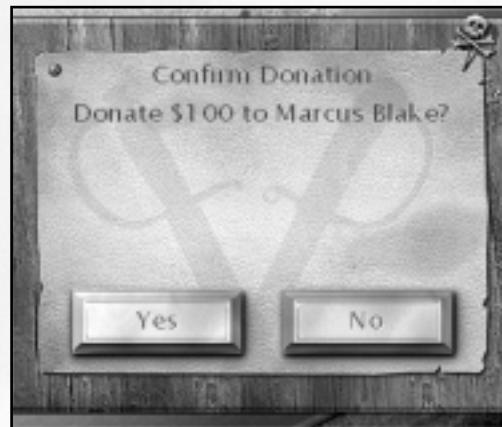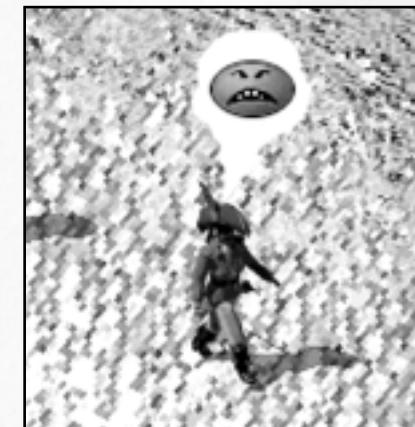
4-16. Donate gold to dissatisfied pirates on the verge of bankruptcy.

☠ However, if the pirate has a substantial Purse, the problem is obviously more global in nature. Check his immediate needs (Grub, Sleep, Betting, etc) and see which ones are low. Click his Thoughts button, too. As with captive thoughts, the ones in red text convey critical needs not being met.

☠ Overcrowding or inadequate service help in your entertainment establishments are frequently the problem. Build new facilities, raid settlements for more service workers, and ransom off those pesky Wealthy Captives who clog up your fun palaces. A more radical solution: if your disgruntled pirate is a high-ranking, skilled fellow, consider assassinating a few low-level pirates to make more room.

Recognize and Stave off Impending Coups

Pirates don't mess around. As the manual puts it, "If they hate you enough, they take you out." The quickest way to gauge your support is to click on the balance scale in the Circle Window and look at the Pirate Support graph that appears.

One colored skull represents each pirate on your island or in your ships. Only "red skulls" stacked at the far left support a coup. If a majority of pirates moves into the red zone, look out[md]the coup occurs, and there's no way to stop it. Keep in mind that you receive warnings before it happens, though. Heed them!

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4-17. The scale in the Circle Window (and its associated graph) gives you a quick look at the level of support from your pirates.

When the first coup warnings appear, things are already bad, so quick action is required. The manual suggests one particularly Machiavellian response that we like: set sail into dangerous areas with lone, weak ships. The ships sink, and your Graveyard (if you have one) gets a fresh shipment from Davy Jones' locker.

Another cruel tactic: For a $100 gold a pop, you can whack dangerously angry pirates.

Again, the Island Log is a quick way to target these anger-challenged folks. First, use the Assassinate edict (under Individual Attention on the Edict Options menu) to pony up your cash and get the red targeting cursor ready. Then open up the Pirate Satisfaction page and find your bad boys or girls. Click the red cursor on the one you want to whack. Repeat if necessary on other threats.

Chapter Five:
Ships, Sailing and International Relations

Chapter 5
Ships, Sailing, and International Relations

The primary source of your island income in *Tropico 2: Pirate Cove* is plunder. Without it, your economy collapses. Sure, the occasional grant from a Great Power Patron can give your treasury a temporary boost. But the bottom line is this: your pirate kingdom only flourishes if you go out and steal other people's stuff.

And the only way to do that is to send ships filled with nasty, well-armed buccaneers on missions of conquest into the surrounding seas.

5-1.   *Your island economy is particularly geared for one thing: building and outfitting ships of plunder.*

Have we mentioned that you should read the *Tropico 2* manual yet? Yes we have…and we'll continue to do so until we annoy you into reading it cover to cover. Here, we suggest you read (or reread) the excellent chapter entitled "Chapter 5: The Outside World."

Nautical Tips and Tactics

We assume you've played the game a bit and you're familiar with the six available vessels, from the little Snow to the gargantuan Galleon. For stats on each boat, see Appendix B: Ship Information. Each ship is outfitted with weapons provided by your iron/weapon industry—cutlasses from the Blacksmithy, muskets from the Gunsmithy, and cannons from the Cannon Foundry. Each receives food supplies for its voyage from your Sea Ration Factory.

Weapons and rations are delivered to your Docks, rather than directly to each vessel. When a ship arrives at a Dock, it takes aboard supplies from that specific Dock's store. You can't transfer supplies from one Dock to another, nor can you control at which Dock your returning ships drop anchor.

5-2.   *Haulers deliver goods to your Docks, where moored ships load them for the voyage.*

Here are a few things to consider when sending out your ships into the high seas. We'll start with what we consider the most basic tip about ships and sailing.

Big Risk, Big Reward, and Vice Versa

Here's some succinct strategy from the *Tropico 2* manual. We quote it here:

"Risks and rewards are fairly balanced [in every sea region]. The best thing you can do is send your best ships and crews to the high-risk regions so that you can get the high rewards."

But Reduce Risk Whenever Possible

The manual follows up with this bit of sage advice:

"You can reduce ship loss by changing regions every so often or by sending more than one ship at a time to a risky region."

We'll expand on the two previous tips in many ways as we proceed through this chapter. But in a nutshell, that's what *Tropico 2* seafaring is all about: great reward comes only from great risk, but if you play smart, you can reduce the risk.

Ships Are Made of Wood, Lots of Wood

In longer scenarios, you'd better gear up to build lots of ships. Your lumber industry, and hence your shipbuilding industry, benefits greatly from the early sacrifice of a mere 20 lumber for an extra Sawmill.

Remember: Even the Largest Ships Can Be Sunk

...So prepare to build replacements. In scenarios where relentless cruising for plunder in dangerous waters is critical for success, boat-building resources are at a premium. Keep your Boatyard or Shipyard fully staffed with Shipwrights, and as mentioned in the previous tip, consider adding extra Sawmills and Timber Camps.

5-3.   Your lumber industry must be robust to support the kind of seafaring power you need for plundering.

> ### DESIGNER TIP: BRING THE WOOD!
>
> In the more difficult and longer episodes, I often end up with three fully functioning Sawmills by the middle phases of the game. This is particularly useful when you need to build or replace big ships.
>
> *Bill Spieth*

Review the Strategy Map Regularly

Every time you sail a mission in one of the map regions, you gain some knowledge of the area. The more missions you send into that region, the better your knowledge. Keep abreast of that knowledge on your Strategy Map dialog box. Before you send another boat, note the presence (or absence) of the three major powers, England, France and Spain. Note also what form that presence takes. Is there a trade route? A settlement? Is it a trading post, farmstead, or military post?

Understand What the Strategy Map Tells You

To be successful in your pirating activities, it helps to understand the intelligence reports you get whenever your boats sail into a map region. Discoveries such as trade routes or settlements, or the presence of dangerous naval traffic, are all reported on your Strategy Map. Move the cursor over any map icon to get a good explanation of its meaning in the info bar below.
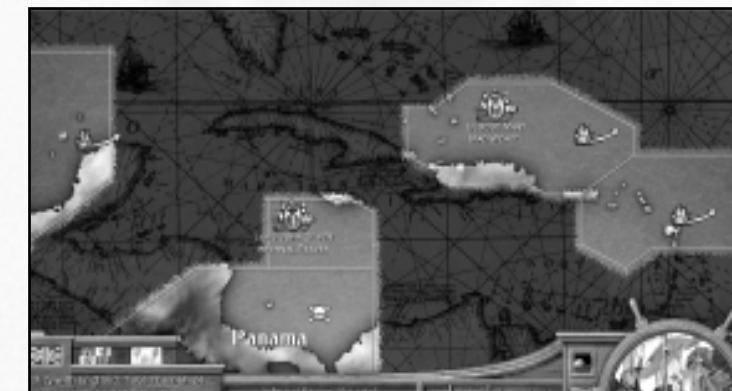
5-4.   Read your Strategy Map carefully to find trade routes, settlements, and danger levels in sea regions.

Here's a quick review of what discoveries mean for your future missions:

> 🏴 Once you find a trade route, subsequent cruises to that region encounter increased merchant traffic. This traffic originates from the great power indicated by the flag in the trade route icon on the Strategy Map.
>
> 🏴 Discovered settlements mean increased merchant traffic in their region as well, though not as much as trade routes do. Settlements also provide juicy targets for any "Raid Settlement" missions that seek captives.
>
> 🏴 Trade settlements, like trade routes, indicate increased traffic of the larger, richer merchant ships like Galleons.
>
> 🏴 Military settlements indicate increased naval traffic in that region—be careful!
>
> 🏴 Farmsteads indicate more local traffic of small vessels like Schooners and Brigantines.

Start with Raids and Exploration

Seafaring experience, even without weapons, is usually a good thing. Once your island has a Sea Ration Factory and a Hauler starts hauling rations to your Dock, you should start building and sending ships out on patrol. Without weapons, your boats can't take plunder, so you can't select "Cruise" until you get at least a load of cutlasses. But your ships can and should conduct Raid Settlement missions for new captives right from the get-go.

Even if you're playing a scenario where shipwrecked captives wash ashore or a patron delivers prisoners, it never hurts to beef up your island workforce with a raid or two. Plus, any seafaring excursion, even a simple Exploration mission, can improve the crew's Seamanship skill and, more importantly, expand your knowledge of the region, revealing settlements and trade routes.

5-5.   Raid settlements for captive labor early in the game.

Assess the Risk Level Carefully

Click on an explored region and check the cannon icons (just left of the region name in the dialog box) to see how dangerous your previous missions have been in that region. Avoid sending small, weak ships or boats with inexperienced crews into regions that show high danger (4 or 5 cannon icons).

Avoid sending lone ships, too—even big, experienced ones—into high-danger regions. Instead, send multiple ships into troublesome regions, trying to time their departures from your island so that they coincide. It's not always easy to do this; see more on that later in this chapter.

"Board 'Em" If You Want Captives and Recruits

Give operational orders that match what you seek from an encounter on the high seas. If you set a ship's operational orders to "Harass 'Em," your cannon and/or musket fire may very well wipe out the other ship's crew and passengers. So if you seek fresh laborers for your island industries, be sure to set your operational orders to "Board 'Em."

5-6.   Give operational orders that match your crew's skills.

Match Orders to Crew Skills

If you don't have any particular plunder needs, consider altering your attack tactics to take advantage of your crew's strengths:

> 🏴 If your ship's average Gunnery skill is high, set your operational orders to "Pound 'Em" to unleash your cannons on the next victim.
>
> 🏴 If your Marksmanship is high, you can "Harass 'Em" and nail your targets with superior musketry.
>
> 🏴 If Swordsmanship is your cup of tea, then you want to "Board 'Em" and put the cutlass to 'em. Chances of success improve when your tactics match up well with your crew's abilities.

DESIGNER Q & A

Q: When a ship sails on a mission, how exactly does the experience affect the Skill ratings of its crew?

Bill Spieth: In each combat round, a pirate has a chance of improving 0.1 points in the particular skill he's using. The chance is (basically) a "die roll." He has to roll higher than his present skill. In somewhat the same way, Seamanship skill goes up based on time at sea.

Don't "Over-Fish" Areas

Once you have success in a region, it is tempting to keep going back. But that can be disastrous. If a region suffers from endemic pirating, the Great Powers eventually send more naval vessels and fewer merchants to that area.

To counter this, periodically pull your ships out of an area that has provided good hunting, and cruise in other regions for a year or two. As the *Tropico 2* manual points out, "By re-allocating your ships, you keep the Great Powers guessing. Each power has a limited amount of extra naval strength to allocate."

Pair Ships into Teams

When you cruise a dangerous area, pair a Frigate with a Galleon and send them out as a team. This is Bill Spieth's favorite tactic. "The way the interceptions work in a naval encounter, only one ship has to catch the foe," he says. In each round of battle, other ships in the region join the encounter, one by one. The Frigate has respectable speed, so it can intercept an enemy vessel, and then the slow Galleon sails in to engage, making for a mighty one-two punch.

Getting the two boats into the same region at the same time can be tricky, however. For an in-depth discussion of this, see the following Designer Tip sidebar.

5-7. One Frigate and one Galleon make a formidable fighting pair. But the trick is to get them deployed into a region at the same time.

Train Boat Crews with Complementary Skills

Train boat crews for different skills, and then pair them in complementary teams. This is a variation of the previous tip. Train a Frigate crew at Gunnery school, which raises skill at firing cannons, and set the Frigate's operational orders to "Pound 'Em." Train a Galleon crew at Swordsmanship school, raising cutlass skill, and then set the Galleon's operational orders to "Board 'Em!"

Now send these two ships out cruising together as a team. Your Frigate, which is faster, catches prey and starts pounding it into submission with cannons. When the lumbering Galleon catches up and engages, its huge crew (maximum 21 including captain) boards the mark…and the battle is essentially over, even against naval ships or big enemy pirate ships.

Pair a Smaller, Faster Ship with Large Vessels

A Sloop or Brigantine is perfect for this job. It will intercept more victims and give the large ships a chance to catch up, get into battle, and deliver a knockout punch.

5-8. If the one half of a pair departs early, click Set Sail Immediately on its partner to get them patrolling together.

DESIGNER TIP: HOW TO GET MULTIPLE BOATS INTO THE SAME REGION AT THE SAME TIME

Odds of victory in a naval engagement increase when you have more than one boat cruising in a region at the same time. But often, when you give the "Set Sail" order to multiple ships at the same time, the crews assemble at very different paces, some quickly and some really slow.

So what's the best way to get ships into a sea region simultaneously? We asked Bill Spieth, lead designer of *Tropico 2: Pirate Cove*, and he offered the following suggestions:

"If I want to send out, say, a Frigate/Galleon pair into the same region, I don't click the Set Sail button for either ship until both captains are relatively satisfied. To check that quickly, I open the Pirate Satisfaction page in the Island Log and make sure the captains are in the *Content Pirates* section.

"If the satisfaction levels of captains (who are the most difficult customers to keep happy) are good, I can be pretty sure that the crew is generally good too. Then I click the Set Sail button for both ships at the same time and keep an eye on both, clicking back and forth to see the crew windows. Remember, you can see which crewmembers are aboard (color icons in the crew window) and which are still ashore (grayed-out icons in the crew window).

"My plan is this: If both captains are aboard, and one ship loads its crew faster and sets sail, I click 'Set Sail Immediately' to force the companion ship to departure, even though it is still loading crew. This slower-loading boat sometimes has to leave two or three sailors behind, but rarely more. If, for whatever reason, the two ships just don't seem to match up—say, the captains arrive at very different times—I'll click Cancel Boarding Call for the faster-loading ship (just for a few seconds usually) and then re-issue it when the slower-loading boat is ready.

"By the way, this is another reason why you should make sure all your island's entertainment and pirate housing is close to the docks…so part of this boat-boarding challenge is island planning and layout.

"My brother Ted Spieth [co-designer of *Tropico 2*] sometimes does something even trickier. He matches a Galleon with a pair of swift Schooners. First, he orders the Galleon to set sail. Then, when it is fully boarded and ready to depart, he orders the first Schooner to Set Sail. With its small crew, the Schooner boards quickly, and its speed lets it quickly catch the Galleon at sea. Obviously, this only works for sea regions that the Schooners can reach with their limited range.

"The Schooner returns soon, as it can only carry a supply of eight sea rations and soon runs out of food. (Galleons take 60 rations.) As it returns, Ted immediately sends out the second Schooner. This strategy relies on the fact that Galleons rarely get sunk, even when sailing alone. One on one, it is very likely to survive. Its problem is catching other ships. So if the Galleon is out there by itself, it will usually survive until its fast escort shows up to hunt down prey for the big boat."

Relations with the Great Powers

Pirates in *Tropico 2* may live in their own island world, but that world depends on plunder from the greater world for its existence. Sooner or later, your exploits come to the attention of Spain, France, or England. And depending on the situation, this attention can be very good or very bad.

International relations with the Great Powers can be very good if you manage to forge a strong bond with one of the three, gaining protection and perhaps even generous money grants. But if your acts of piracy anger one or more of the powers, your balmy island may face the prospect of a full-fledged invasion.

5-9.   Patrons protect you from invasion, but you lose the "business" of plundering their ships.

Weigh the Risks and Benefits of Patronage

In almost all games you can avoid serious trouble (i.e., invasion) from the Great Powers if you are willing to court one of them from the start. Immediately issue the Announce Peace Policy edict with one power, and then follow that up with the Prohibit Victims edict toward that same power. If you really want to knock their socks off, you can even issue the Free All of Nationality edict, choosing to release all captives on your island who are from the country you're courting.

5-10.   To gain a sure patron, issue the following edicts toward that nation: Announce Peace Policy, Prohibit Victims, and Free All of Nationality.

These fine gestures may very well foster "Harmonious" relations with that country. If that happens, you can issue the Declare Patron edict to create a special relationship with the friendly nation. A patron country gives you 100% protection from the other two Great Powers. An added lucrative benefit: a patron makes an ideal Smuggler's Cove customer.

Obviously you don't have to make these gestures if you are playing a Sandbox game with Island Advantages at the "Botany Bay" setting, or in a scenario or episode where you already have a patron.

The sacrifice you make in fostering patronage is that you automatically eliminate roughly one-third of your potential piracy victims. This can be a significant handicap in some games where amassing plunder income is critical for success.

Don't Make Promises You Can't Keep

Most scenarios feature a settlement on the Strategy Map right at the start. This settlement can be crucial to early game development, because your first survival step is usually to increase your captive labor force. Raiding that first settlement is often a first key to success.

But if you've decided to court the Great Power that owns the settlement, you've put yourself in a quandary. As you grovel, I mean, curry favor with that nation, you cannot raid its settlement, or all hope of patronage is lost. If you can't find another settlement to mine for captives, your island's early growth may be stunted.

Thus it's best to keep things cool with the first settlement's owner and try peace with another power.

Keep Your Captives "Captive"

If you do not have or want a patron, you can still avoid invasion—for a long while, anyway—by preventing all escapes from your island. Escaped captives return to their home countries and report your activities. This is the only way that a Great Power can learn your island's location, unless you invite them to trade at your Smuggler's Cove. They cannot invade you if they don't know where you are.

Preventing escape means imposing some heavy-duty Fear and Order on your captives, as well as keeping them well fed, well rested, full of religion, and otherwise resigned.

5-11. *Escaped captives rat on you. Keep them well subdued to keep your island location a secret.*

Be an Equal Opportunity Plunderer

A third way to avoid provoking invasion is to spread your victimization among all three countries. Consult your Strategy Map to determine the heavy users of each sea zone, and make sure you prey on a mix of powers' shipping. This will slow the growth of invasion forces.

Forts: Your Final Line of Defense

When the first draft of *Tropico 2* manual was written, ships counted more than they do now as defense against invasion. They *are* still useful, but Forts and high-ranking pirates are the best forms of resistance. You'll find more on this in the following Invasion section. In fact, since you don't have direct control over pirate promotions, building Forts is the best thing you can actively do if you are not looking for a patron to protect your island.

5-12. *If fawning diplomacy fails to deter an invasion, you'd better build a few Forts.*

If You Go It Alone, Be Ready for Invasion

Issuing the Raise the Jolly Roger edict (prerequisite: a Fort) gives your island a number of benefits—much more pirate happiness, for one thing. But you should not issue this edict until you are sure you can resist invasions if they come. After all, this edict is like a slap in the face to the powers—a pirate declaration of independence.

The Powers Can Help You, Too

Patronage, as mentioned above, has its benefits. Sometimes a patron offers you a one-time grant of $5000 gold. This happens only when it is scripted in a Campaign episode or stand-alone scenario—the Emergency Funding edict becomes active according to the script. If you read your advice from Smitty and/or check the notes at the start of a scenario or episode, you'll know if it is going to be active in any particular game.

In the Campaign, four of the 16 episodes offer patronage and the Emergency Funding edict. Of course, you can script a patron into your own games or make existing games easier by editing the scripts yourself if you want to.

5-13. In the Tropico 2 Campaign, patrons sometimes offer hefty grants to your treasury. Just issue the Emergency Funding edict to rake in the cash.

Frog City Notes: How Invasion Works

Secrecy is a way of life for pirate kings. Your ships suddenly flash over the horizon, fall upon booty-laden merchant fleets with a howling fury, and then disappear into the Caribbean night without a trace. As long as you prevent escapes from your island, the powers can't find you. And if they can't find you, they certainly can't put you out of business.

But if a Great Power discovers your island's location and you have no patron nation to protect you, your safety depends on the state of relations with that country. If your plunder of its ships has angered this power, it will consider you an enemy and begin invasion preparations.

Fortunately, invasion forces take quite a while to assemble, so you'll get warnings. These give you time to improve relations with the invader, or to court another patron nation to protect you. But if the invasion comes and you're not strong enough to defend, it's game over.

We asked designer Bill Spieth to discuss how invasions work in his game. What exactly triggers an invasion in the first place? How do you stop them?

Bill writes:

Relations with each great power are measured in the game engine on a 255-point scale, with 255 being the highest and 0 being the lowest. Once relations are below a certain point threshold (labeled as "Hostile" in the Relations box on the Strategy Map screen), you get your first warning. The exact threshold depends on the stability difficulty setting of the game you are playing, but it is usually around 20/255.

Hardcore types who want to see exactly how this works can look in the game script file named "T2GameRules.txt," found in the Maps folder of your game.

After one month goes by, invasion danger goes up to a second level, and you get another warning. After a third month of low relations, the invasion occurs at whatever strength it has reached by that time. Of course, the invader must discover your island's location before it can attack. As mentioned elsewhere in this chapter, discovery is triggered by either an escaped captive of the invading country's nationality or by opening your Smuggler's Cove for business with that country.

Again, the invasion happens right away after the two warnings plus one more month of bad relations. There are a couple of exceptions to this. If you cheat an invasion, of course (see the Cheat Codes listed in Chapter 1), you get no warnings—the invasion just happens immediately. And in certain scenarios, ("Home Isle Security," for one, there is a forced invasion after a certain amount of time, regardless of any diplomatic efforts.

5-14. If a country knows your island's location and your relations are Hostile, an invasion is triggered. You have two months to maneuver for better relations…or else.

An invasion force grows stronger as the game progresses. The factors are:

Time: Invading force gains 0.002 points per tick of the game clock…or if you like, 0.02 points per day, or 7.3 points per year.

Captives: Invading force gains 1.0 point per captive you've taken from the invading nation.

Gold: Invading force gains 0.01 points per gold piece you've plundered from the invading nation. That is, 1.0 point for every 100 gold.

As a comparison, the highest rank captain is worth 12 points and a Fort is worth 70 points on this scale.

As mentioned above, powers cannot invade you (usually) until they know where you are. The only way for them to find out where you are is if a captive escapes and tells them. If no captives escape then they won't (normally) know.

If you cannot prevent the invasion, you can ready your forces and attempt to fend off the invasion. The best way to do this is to build Forts. Forts can actually shatter the enemy invasion fleet in the water, prohibiting the landing of invading troops. Of secondary importance are ships and captains. Naturally, bigger ships are much better than smaller ships. If enemy troops come ashore, your captains lead the effort to drive them off.

But remember that the strength of the invasion depends on how much the invaders "hate" you (based on how much plunder you've taken from their ships) and on how long your game has been going. An invasion near the beginning of a game can be held off fairly easily with a couple of good ships. As you progress deeper into the game, you'll need much stronger defenses.

5-14. *The invasion fleet can be shattered by cannonade from your Forts, or your pirates can fend off invaders who come ashore. Or you could lose.*

Frog City Notes: Escape, Diplomacy, and Captive Policy

The following section provides some excellent advice from Jon Edwards, Frog City programmer and engine-master for *Tropico 2: Pirate Cove*. Read carefully!

Jon writes:

The Great Power nations don't learn of your dastardly deeds against them until they hear it from an *escaped*, *released*, or *ransomed* captive. Captives remember the event of their capture, except when a Letter of Marque legitimizes your actions in the eyes of the Great

Powers. When a captive escapes or is released or ransomed, he reports his capture to the nation victimized by the event. If the nation hasn't already learned of the event, your relations with that nation worsen.

So captive escapes pose two dangers: first, there's a 15-20 percent chance (higher for captives of higher social class) that their home nation will discover the location of your island; second, there can be a serious diplomatic impact.

Here are the negative incidents that captives can report and their diplomatic impact— that is, the number of points subtracted from your relations with that nation:

Your Action	Relations with Affected Nation
Sink merchant ship	-4
Sink naval ship	-30
Raid settlement	-60

Note that diplomatic impact is increased if your action also violates a peace treaty with a nation.

Here are the other player actions which can affect diplomatic relations. These have immediate impact and don't need to be reported by escaping captives:

Your Action	Relations with Affected Nation
Ransom captive	+2
Release captive	+7
Get Letter of Marque from nation	+15 (-15 if you later repeal the treaty)
Declare peace with nation	+10 (-10 if you later repeal the treaty)
Betray pirate	+5
Gain nation as patron	+20 (-20 if you later repeal the treaty)
Impact with patron if you Raise Jolly Roger	-30

Know the Story

Following is a basic "story for diplomacy" in the game, the open-ended or Sandbox games in particular:

1. You are an unknown. You begin raiding and plundering. Knowledge of your deeds and the location of your island remain a secret.

2. The record of your dastardly deeds becomes a ticking time bomb. As your island grows and develops, it becomes more and more challenging to prevent escapes and reports of your piracy from reaching the Great Powers.

3. Eventually, you must invest in some method to prevent the Great Powers from successfully invading and bringing an end to your pirate career. Four methods (also possible in combinations) are as follows:

    Build a substantial infrastructure of guards, overseers, and Watch Towers to prevent any escapes.

    Build a substantial infrastructure of service buildings, plus Fear and Order décor to keep all captives resigned.

    Cultivate a Great Power as a patron, preferably a nation that you already trade with using your Smuggler's Cove. You give up the opportunity to prey on the patron nation.

    Invest in a defensive infrastructure of Forts.

As I see it, the ultimate achievement is the ability to issue the Raise the Jolly Roger edict and declare independence from all the Great Powers. You can hunt anybody anywhere and fend off any potential invasions. The Jolly Roger dramatically increases your pirates' security and your captives' despair. Pirate happiness is maximized (reflected in the pirate happiness score). My image for this level of achievement is the infamous Hell Town of Tortuga.

Here are a few more basic diplomacy tips:

Pick Your Targets Carefully

I find that I pick one of the nations as a primary target. This can be dictated by a particular scenario's setup, but it's usually the nation that owns the first discovered settlement.

Hold a Nation "in Reserve"

I usually have a nation I leave alone in case I need a patron to protect me from another nation that could potentially invade. It's a good idea to sign a peace treaty with a nation early because relations improve more quickly over time if you have one.

Identify Captives from Nations that Might Hate You

If you've accumulated a substantial tally of plundered gold and captives from a particular nation, begin paying extra attention to the nationality of unhappy captives and their location on the island. Then make sure they get resigned or scared, fast. You don't want one of those captives escaping and reporting back to a nation whose hatred for you is growing.

Keep Pirate/Captive Bargaining Chips Handy

It's very helpful to have a supply of captives you can ransom or release and/or pirates you can betray so you can improve relations on short notice. This can help to quickly gain a patron or to boost relations above the diplomatic "invasion" threshold with an angry nation.

Chapter 6
Single Games: Scenarios

Tropico 2: Pirate Cove includes a handful of stand-alone scenarios under the Single Games option. Like the *Tropico 2* Campaign, these scenarios provide challenges of varying and increasing difficulty, challenges designed to introduce you to the various aspects of game play.

Some scenarios are easy, focusing on one or two primary concepts that, when mastered, lead to quick victory. But others are downright beastly, forcing you to consolidate and refine all of your island-building skills as you keep your populations satisfied over the span of decades.

Once again, the following strategies are based on notes provided by the *Tropico 2* designers, Bill and Ted Spieth.

Tools of the Trade

This is the tutorial. You can access it via the "Learn" selection on the main menu or by loading it here from the Scenario menu. It is not possible to win or lose the tutorial. Smitty, your in-game advisor, takes you through the game's interface and gives you a few basic game tips.

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Pirate Paradise

This scenario is designed as an easy introductory level. Merely stay in power, and you win some sort of medal. Your hoard size after 20 years determines Gold, Silver, or Bronze. You start with basic buildings, but no ships, Dock, Boatyard or Sea Ration Factory. However, you do have a Shipwright in your Stockade, so the moment you get your Boatyard built, you're ready for ship construction.

Victory Conditions

DIFFICULTY: EASY

You've landed on an island heavily populated with buccaneers. These unsavory fellows have two problems. First, they don't have a ship; and, second, there are too few captives on the island to get the work done. You must hire and fire workers selectively until you have enough to crew your first pirate ship. With a ship, you'll be able to command raids for more captives and get the island up and running.

You win by staying in power for 20 years. The size of your personal hoard determines the quality of your victory.

6-1.   Setting and victory conditions for the Pirate Paradise scenario.
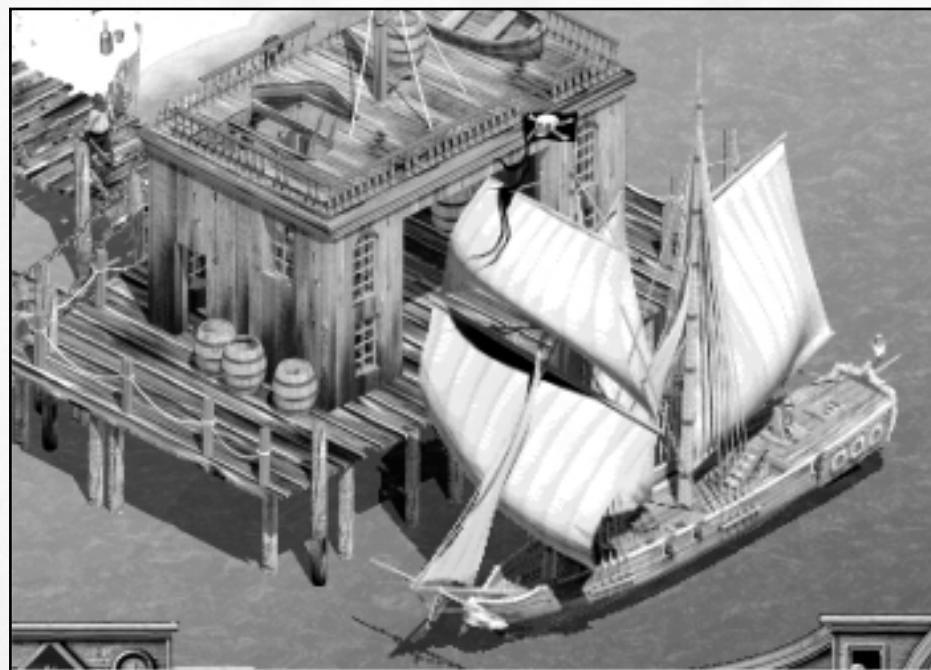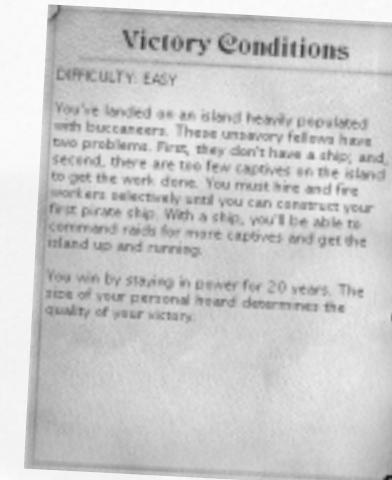
6-2.   Start with small boats, and send them out to grab captives by raiding settlements.

Captives are in short supply, too. There's no automatic source of them, so you should begin your Raid Settlement missions for captives as soon as you have a ship ready to go. Small ships work just fine here; that's all you need for these naval missions. The smallest craft, the Snow, is available in this scenario, but Snows are too weak to cruise, so start with a Schooner.

6-3.   Good pirates never die, they just become cheap labor…if you build a Graveyard. Buccaneers lost in sea battles reanimate to become skeleton haulers.

One interesting tactic: consider dropping a Graveyard onto the island prior to starting your cruises for plunder. It ensures that any dead pirates will be able to serve you again as skeleton haulers. Plus, the structure itself emanates Fear, so be sure to place it near where captives work and/or travel regularly.

Home Isle Security

There's nothing like news of a hostile Spanish armada to ruin your next 10 years. There is only one thing to shoot for in this game: Forts. Forts are by far the best way to defeat an invasion…and in this case, you know an invasion is coming.

6-4.   Setting and victory conditions for the Home Isle Security scenario.

Victory Conditions

DIFFICULTY: EASY

Spies report a vast armada building in Spain to invade your island. Fortunately it will take the disorganized Spanish King about ten years to get ready. When the armada arrives, forts, pirates and captains help your island survive. Higher ranking captains and pirates are much more valuable. If you survive, you win.
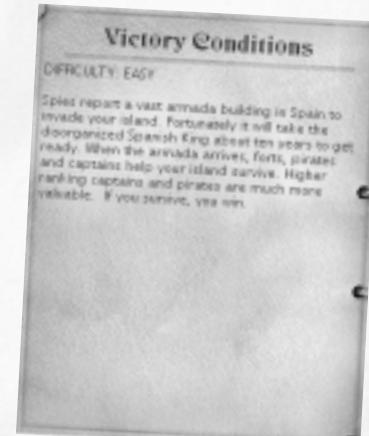
You can also choose to weaken the invasion force by not preying on Spanish ships and settlements. In most other scenarios and Sandbox games, this might prevent an invasion entirely. Here it will weaken the force, but won't stop the invasion.
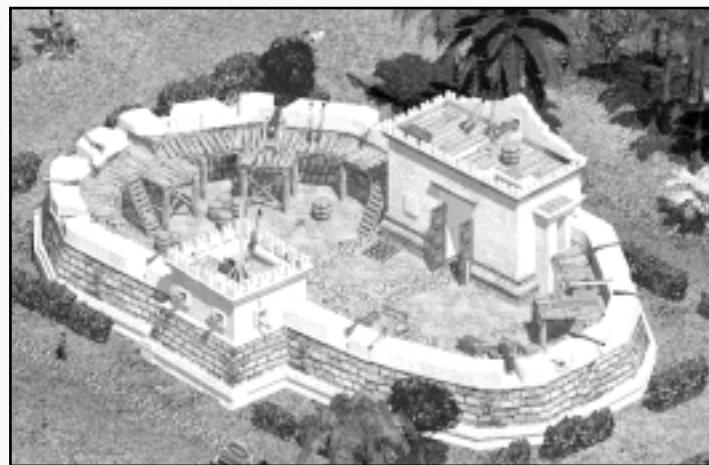
6-5. Forts protect your isle from the Spanish armada. You have 10 years to build as many as you can.

Peace or Plunder

You have six years to build a Shipyard. As the title suggests, you can pursue two distinct strategies: peace or plunder. We found the scenario very easy using the "Plunder" strategy. It was closer to medium difficulty when pursing the "Peace" strategy.

Generally, mixing the two strategies is less successful. It is designed to go better if you pick one or the other.

6-6. Setting and victory conditions for the Peace or Plunder scenario.

Victory Conditions

DIFFICULTY: MEDIUM

A small band of buccaneers has hired you to build a shipyard on their island. They grant complete authority, and a nice palace, for six years. You get a fat fee and passage back home when the shipyard is built. If you don't build a shipyard within six years, you feed the sharks instead.

Shipyards cost lumber and 800 gold. The question is how to get that much gold before the sands in your hourglass run out.

Plunder

You start with a meager $150 gold and 20 lumber. Your goal is $800 gold and 30 lumber for the Shipyard. Lumber is easy to stockpile if you immediately drop in a Timber Camp in the big trees next to your Sawmill. Toss up a Construction Tent and then quickly build a Dock (5 lumber), Boatyard (10 lumber), and Sea Ration Factory.

Also consider ransoming both of your Skilled Traders in the Stockade and using the money to get off to a faster start. You need Skilled Traders only if you attempt the "Peace" strategy.

Once the Boatyard is functional, build a pair of Snows, which cost no gold. As soon as the first one is built, send it out to raid settlements for captive workers.

6-7. Ransom both of your Skilled Traders for the extra dough if you pursue the Plunder strategy.

Now you need iron/weapon production. Get the Iron Mill, Blast Furnace, and Blacksmithy in place while your Snows are out raiding settlements for workers. Your treasury will probably go negative, but deficit spending can be overcome eventually. Once your Snows get cutlasses, use them to cruise in spite of their weakness.

> It's entirely possible to finish the Peace or Plunder scenario in three years with just two Snows if you choose the Plunder strategy.

The local region is dangerous enough to sink your weak little ships, but since the captains always return you don't lose much, considering that you can whip out another Snow quickly and use the Press Gang edict to make plenty of cheap replacement pirates. With good luck, you get the Shipyard built in three years or so. And remember you can take as long as six years.

Peace

In this strategy, you must build the Smuggler's Cove ($100 gold) at the start while your cash balance is still positive, then set up the rest of the basic island economy, which costs you lumber but no gold. Be sure to get your lumber production geared up quickly. It is possible to win without ever cruising; just build a Boatyard and one Snow, then raid settlements for more labor.

Expand the beer and cutlass industries and make sure that your Dock and entertainment facilities don't take in too much produce that could be going to the Smuggler's Cove for sale. Periodically, you can fire haulers employed at those facilities (and lock out their employment slots) to ensure that the Smuggler's Cove hauler can get plenty of goods from the Brewery and Blacksmithy.

6-8.   Build a Smuggler's Cove right away and develop your beer and cutlass industries.

The Anarchist

Okay, you mutinous dog, listen up. You need 150 captives or more at the end of 15 years. The key to this scenario is to make sure you are not forced to Press Gang numerous captives into pirate crewmembers since your goal is to build a large captive population. This means you should rely on small ships like Sloops or Schooners for all your piracy.

Victory Conditions

DIFFICULTY: MEDIUM

You are the ruler of a pirate island, but you've never really grasped the value of order. Once a mutinous dog yourself, you don't really see why pirates' fun should be restricted. Of course, the pirates on your isle appreciate your disorderly regime. Unfortunately, your captives tend to escape, or even revolt, because no one pays much attention to them. To win the game, support a captive population of 150 in 15 years. Earn a higher level victory with more captives.

6-9.   Setting and victory conditions for The Anarchist scenario.
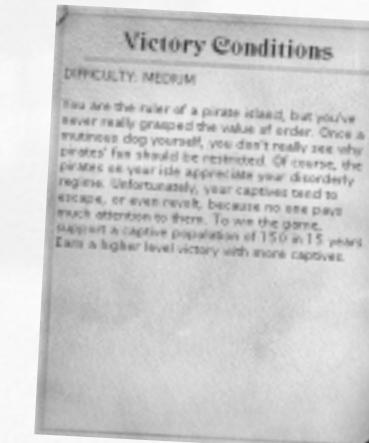
Other than this, simply go down the list of what makes captives resigned. Ensure plentiful slop supplies by building extra Corn Farms and Chuck Tents. Don't fall behind in providing food to captives! It's tough to recover from a starvation trend once it begins.

6-10.   Bunkhouses and extra Chuck Tents keep workers from getting rebellious.

6-11.   Put scary and orderly décor everywhere captives go. Fear and Order keep captives resigned.

Next, ensure captives have adequate rest by constructing Bunkhouses, and build a large lumber industry so you can put Fear and Order décor all over the island. Fear is particularly important, since Order cannot co-exist with the Anarchy that infuses your pirate entertainment areas. Finally, kidnap a Skilled Priest early in the game to get your Church up and running.

6-12.   Nothing like a little religion to keep 'em down on the farm.

Local Troubles

This is a brute force scenario. You have 20 years to amass a *very* large hoard of $12,000 gold. Construct your Skull Cave early and set it to "Stash Maximum." You'll want a large and diverse economy to build and support Galleons and Frigates. Work toward getting the full range of weaponry available—cutlasses, muskets, and cannons.

You can gain some money for expansion using smaller ships outside of your home region early in the game. But don't cruise in your home region of Southern Florida until you have at least two large ships timed to depart your island together. For more on this tactic, see Chapter 5: Ships, Sailing, and International Relations. The English trade route makes cruising lucrative, but the English navy makes cruising very, very dangerous, even for a Galleon if it's cruising alone.

Victory Conditions

DIFFICULTY: MEDIUM

You and your pirate cohorts found a secret base off the coast of Florida. Nearby seas teem with rich ships for the taking. But the enemy naval vessels on guard are plentiful too. Maybe you need some big powerful ships yourself. But then, where will your gold come from while you are expanding your island's shipbuilding industry? You win the game by building a personal hoard of 12000 gold within 20 years. Do it more quickly for a higher level victory.

6-13. Setting and victory conditions for the Local Troubles scenario.
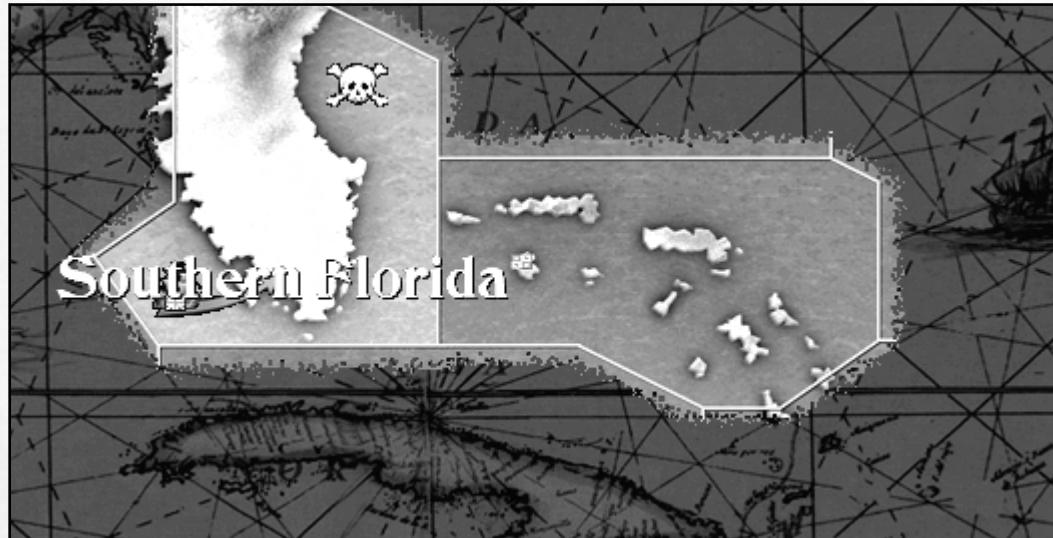
6-14. This scenario calls for brute force. Big boats like Frigates and Galleons sent out in teams will work best in the dangerous but plunder-filled seas around your home region of Southern Florida.

The Happy Pirate

Achieving 75% overall pirate happiness is tough. This scenario gives you plenty of time (10 years) to do it, but you score higher the sooner you reach the 30-pirate, 75% happiness benchmark.

6-15. If pirates gain rank, it's harder to keep 'em happy. Be "Selfish" with ship plunder shares, but keep an eye on pirate purses and donate money if they get too low.

Victory Conditions

DIFFICULTY: HARD

Spain and England are at war. You are in command of a distant island outpost of England. Your goal is to singe the beard of the Spanish King by plundering his treasure galleons as they depart from Mexico. But, Mexico is far away and the galleons are heavily escorted. So, luring captives shipped from England, and the small amounts of plunder from ships nearby, you must construct a mighty fleet.

If you succeed, you anticipate a Knighthood. But the true measure of success is the size of your personal hoard. You must have 10,000 gold safe in your own skull cave by the end of this war in 20 years.

6-16. Setting and victory conditions for The Happy Pirate scenario.

Basic things to remember include:

☠ Don't Press Gang more pirates than you have to. If you lose a ship, for example, replace only the number of pirates you lost. Keep your total pirate numbers just above 30.

☠ Promotions make pirates pickier and thus harder to keep happy. Rank increases with wealth, so don't let pirates profit too much from plunder. Set each ship's plunder shares to "Selfish" (but not "Miserly") and take more money for yourself. Just keep an eye on your pirates' purses and donate money if they go broke.

☠ Add beer, then cigars, then rum, and perhaps pastries to your economy as needed. These bonus commodities make pirates *very* happy.

☠ Don't forget to build pirate houses and pirate defense structures or décor near the entertainment district.

☠ Finally, if you have 30 pirates and overall pirate happiness approaches 75%, blow your treasury on edicts like Pirate Festival (costs $1000), Free Rum (costs $1500 and a Rum Distillery), or Free Beer (costs $1000 and a Brewery). These edicts take some time to have full effect, so don't issue them at the last possible second.

Spanish Treasure Fleet

Here's a long, tough scenario. This one offers more brute force problems with the added difficulty of long distances to cover. You need a huge industrial expansion to support lots of Frigates and Galleons, big boats that can cover the distance from your base in Lesser Antilles all the way across the map to Mexico.

You also have a hoard requirement of $10,000. But with so much island development to undertake and 20 years in which to do it, you'd best wait a few years or even a decade before setting your Pirate Cave to "Stash Maximum."

Victory Conditions

DIFFICULTY: HARD

Spain and England are at war. You are in command of a distant island outpost of England. Your goal is to singe the beard of the Spanish King by plundering his treasure galleons as they depart from Mexico. But, Mexico is far away and the galleons are heavily escorted. So, using captives shipped from England, and the small amounts of plunder from ships nearby, you must construct a mighty fleet.

If you succeed, you anticipate a Knighthood. But the true measure of success is the size of your personal hoard. You must have 10,000 gold safe in your own skull cave by the end of the war in 20 years.

6-17. Setting and victory conditions for the Spanish Treasure Fleet scenario.
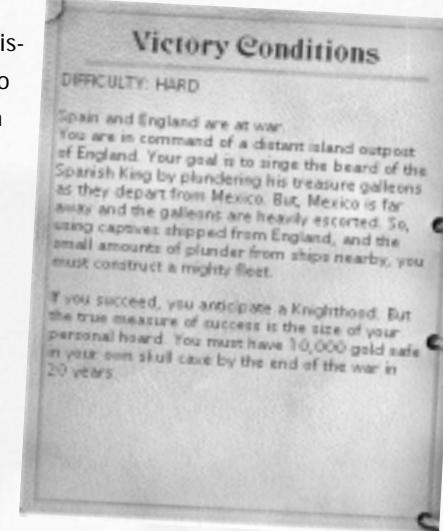
6-18. It's a long, long way from your island to the Mexico sea region where the Spanish treasure fleet sails. Only big boats like Frigates and Galleons can make the trip.

Odds of successful plunder missions against the heavily escorted Spanish treasure ships are significantly improved if your boats cruise in teams, preferably Frigate/Galleon pairs. Again, see Chapter 5 for good advice on this tactic.

You will not be able to afford all this unless you build a Smuggler's Cove for funding. Fortunately, captive labor is not an issue in this game because your English patron makes regular prisoner shipments.

Tiny Isle

Tiny Isle is about, indeed, a tiny isle. This diabolical scenario presents one of our favorite challenges. The biggest problem, as you might imagine, is a lack of wood. There is no way to eliminate this difficulty, but you can limit it by being very exact and careful in how your island expands.

Victory Conditions

DIFFICULTY: HARD

You are in charge of the smallest possible pirate island. To win, you have 18 years to build a fleet of at least two frigate or galleons, and a hoard of at least 5000 gold. Achieve this in 12 years for a gold medal and in 15 years for a silver. You'll have to be an expert planner and builder to use limited wood supplies and limited real estate to build a pirate operation of this level.

6-19. Setting and victory conditions for the Tiny Isle scenario.
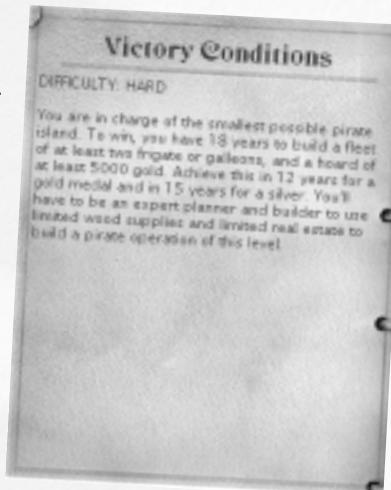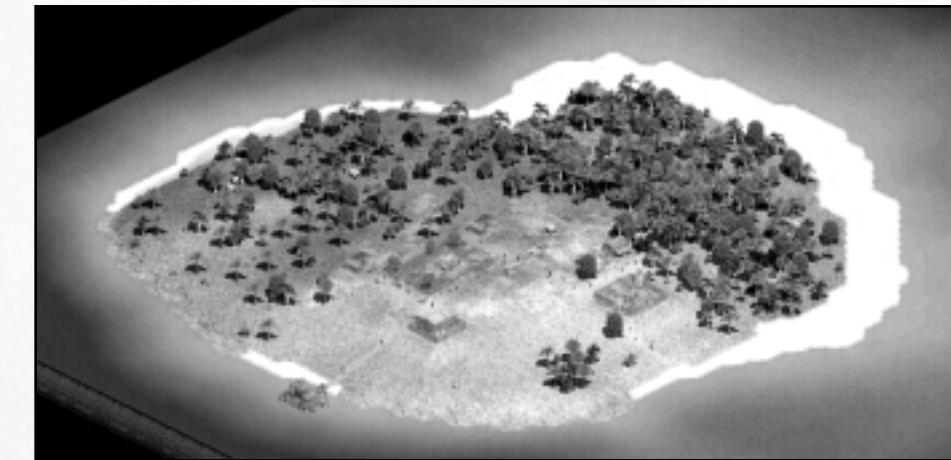
6-20. Timber is quite limited on this Tiny Isle, so waste none.

Don't build *anything* until you've first removed the trees from that area with a Timber Camp. If a Timber Camp exhausts the area around itself and you have no construction plans for that area, fire the workers and bulldoze the camp in the hopes that some wooded area will re-grow before the end of the game.

You only need two large ships to win, so concentrate on quality (of ships and pirates) rather than quantity. Be generous with plunder shares at first so your pirates can advance in rank. Then reduce them somewhat later to grow your hoard faster.

6-21. Focus on quality over quantity. Do what it takes to develop high-ranking pirates, and satisfy their needs.

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Chapter Seven:
Scripting Your Own Scenarios

Chapter 7
Scripting Your Own Scenarios

This is a frightening chapter to those of us who were humanities majors in college. Welcome to Scripting 101, all you do-it-yourself types. This baby is brought to you courtesy of Jon Edwards, the man who created the brilliant Scripting Engine for *Tropico 2: Pirate Cove.*

You might note that Bill Spieth, the game's lead designer, says, "Actually, I wrote most of the existing *Tropico 2* scripts myself. This proves, in fact, that you don't have to be a pro-grammer to write a game script."

By the way, you can find much of the information presented here buried in a text file called "Documentation.txt" in the game's Maps folder. That file includes a very comprehensive Scripting Reference Guide, including an alphabetical listing of actions, functions, and variables used in scripting.

Anyway, without further ado, we bring you one seriously in-depth scripting tutorial from the very guy who built the engine.

Introduction

Campaign episodes, Sandbox games and single scenarios in *Tropico 2* are all "scenarios." A scenario is composed of two parts:

A map
A scenario script

Maps are automatically generated in Sandbox mode. Maps for campaign episodes and single scenarios are created in the Map Editor and are stored in the Maps subdirectory

of the *Tropico 2* game directory.

Scenario scripts are text files (.txt files) that are loaded after a scenario's map is loaded at the beginning of the game. *Tropico 2* looks for a ".txt" file with the same name as the map file. For example, a scenario called "MyGame" should have two files in the Maps directory:

MyGame.{}
MyGame.txt

If there isn't a ".txt" file to go along with a ".{}" map file, the game will load a default scenario script called "T2ScenarioDefault.txt." If you wish, you may create a map and rely upon this default script—the game will work just fine.

The scripting text files can be created, viewed, and edited using standard .txt editing tools. Notepad can be used although there are much better text editors such as Textpad, Editpad, and UltraEdit. Take note that the *Tropico 2* scripts are case-sensitive.

Game Setup & End Game Conditions

Scenario scripts in *Tropico 2* can perform many functions. A scenario script must at least perform two tasks, Game Setup and End Game Conditions:

Game Setup

1. Setting the start date
2. Populating the island with the starting pirates and captives
3. Configuring the strategy map: setting the player's starting (local) zone, setting the traffic set, adding trade routes and settlements
4. Giving the player starting amounts of cash and commodities
5. Limiting the set of buildings, edicts, and characters that can be in the game
6. Defining the kinds of ships that can be in the game

End Game Conditions

1. Victory condition(s)
2. Losing conditions(s)

You can look at "PLAYER SAMPLE.txt" to see an example of how this works. You can also use any of the official campaign episodes or scenarios as examples. The easiest way to learn is by example.

Event Scripting and Tropico 2

Scenario scripts have two other interesting uses: defining scripted game events and overriding the internal data constants the game's simulation uses. It is not necessary to have scripted events, but they can make scenarios much more interesting. Using scripts to override the game's internal data constants is the most advanced function, providing the ability to modify the games rules and change the game balance.

Tropico 1 had an event scripting language much like the one in *Tropico 2*. In *Tropico 1*

this made it possible to create unique scenarios with interesting themes or stories. The *Tropico 2* scripting engine was created with this idea in mind too. We knew how much difference a good story could make to a scenario-based game, and we created the *Tropico 2* Campaign Game with this in mind.

The scripting language was developed to create a world of possibilities for the Campaign, custom scenarios, and also potentially for Sandbox play.

A Sample of Scenario and Event Scripting Ideas

- Forbidding some elements of the game or making them unaffordable until a certain point in the game
- Setting initial diplomatic conditions
- Creating mini-goals for the user throughout the course of a scenario: selling goods at the Smuggler's Cove, sinking some number ships or pillaging a certain amount, etc.
- Changing important game data constants:

  How long it takes for characters to begin wanting particular need, *e.g.*, Fear, Order, Anarchy, awe, religion

  Chance your island will be discovered when an escape occurs

  Construction and maintenance costs of buildings

  Thresholds for escapes, captive revolts, and pirate coups

  Captive and pirate fighting abilities

- Random events: It's often best if random events provide some kind of choice to the user, having positive-negative effects, and are perhaps optional
- Events displayed with messages or option dialogs, sounds, and voices
- Destructive events: killing pirates and captives, destroying buildings
- One-time or multi-part "mini-story" events
- Adjusting trade and military values on the strategy map
- Weather effect events that raise or lower crop fertility for a season
- Different rules for captive escape, captive revolt, enraged pirates, pirate coup, invasions
- Trade offers: allowing the player to trade available commodities on their island for money or other commodities they need
- Implementing faction rivalries: one faction doesn't like another faction being happier or one faction demands something the other dislikes
- Many more…

The Anatomy of Tropico 2 Scripts

The *Tropico 2* scripting language is a simple rule-based language. It is very much like the event scripting languages of many games. While it is not an imperative language, it shares some of the same syntax as C. It will be helpful to have a familiarity with the statement, structure, and expression syntax of C.

The *Tropico 2* language, however, only has a subset of C's expressive capabilities.

Scripts in *Tropico 2* are composed of "rules." Rules are really quite simple. They consist of two parts:

A condition or conditions (IF)

An action or actions (THEN)

In a script this looks like:

```
rule example_rule_name
{
conditions
{
// ... list of conditions ...
}

actions
{
// ... list of actions ...
}
}
```

A *Tropico 2* script file defines a set of rules that are a set of simple IF-THEN statements, really. When *Tropico 2* loads in a script file, rules are created in the game's Script Engine. These rules will be evaluated while the game runs. When the conditions of a rule are all true then the rule's actions will be executed.

For example:

```
rule victory
{
frequency tick;

conditions
{
game_tick > 10;
player_treasury > 599;
}

actions
{
action win_game { }
action execute_once { }
}
}
```

When a script with this rule is loaded by the game, a rule called "victory" is added to the Script Engine's rule database. This rule will be evaluated every game tick (every half second at normal speed). When the game tick is higher than 10 and the player has 600 gold or more, the player wins the game.

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The Big Picture:
How Scripts Are Used by the Game

The Game calls the Script Engine every game-tick to have it evaluate rules. The Script Engine has a set of active rules that are candidates for evaluation. The inactive rules are a set of rules that have been removed from the active rule list.

Note that when a set of rules is evaluated during an evaluation pass on a given tick, there's no guarantee of the order in which rules are going to be evaluated. If you need one rule to run before another, you can have them run at different game ticks or one rule can "invoke" another using the "evaluate_rule" action.

The Assertion Database is a repository for data that the Script Engine wants to remember. The Game can use it too (to look for values that override its game data constants). The Assertion Database is really just like a blackboard on which the Script Engine can write things down and erase them.

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Rules

The components of a rule are as follows:

Rule

A rule is composed of the "rule" keyword, a rule name and a rule block. The block should begin with an open bracket "{" and end with a close bracket "}".

A rule's name must be unique. The Script Engine will complain if two rules with the same name are encountered. It will ignore a rule that duplicates one it already knows about. It is a good idea to add a prefix to a rule for a particular set of rules you are working on.

For example, advice rules begin with the prefix "advice" in their name. For egample, "advice_build_timbercamp". It can help to avoid name conflicts using this convention.

Example:

```
rule sample_rule_name
{
// rule block contents
}
```

A rule block expects the following to be defined in the given order:

1. Frequency specifier statement (optional)
2. Inactive specified statement (optional)
3. Conditions section (optional)
4. Actions section (optional)

You'll notice that all components are optional, although it doesn't make sense to have a rule with no actions and it is good form to specify a condition that should always evaluate to "true" with:

```
conditions { always_true; }
```

Frequency Specifier Statement

Rules can be evaluated at different frequencies while the game is running. The possible frequencies are as follows:

initialization

Only evaluate at the start of the game. This is before the game starts, before tick 0.

tick

Evaluates rule every game tick (every 1/2 second at normal game speed). This is the most frequent frequency.

day

Evaluates the rule every game day (every 10 ticks at normal speed).

month

Evaluates the rule at the beginning of every game month (the game implements a real calendar so the number of ticks varies with the length of the month).

year

Evaluates the rule at the beginning of each game year.

invokation

This rule can only be evaluated by another rule that calls evaluate_rule with its name.
Example:

```
rule sample_rule_name
{
frequency day;

// inactive specifier
// conditions section
// actions section
}
```

Supported operators:

The default frequency is "tick." The frequency should be specified first, before the "inactive" specifier, conditions, or actions.

The frequency specifier is a form of "statement." It should be followed by a semicolon ";". If you omit the semicolon, you will get a syntax error.

There are two considerations to keep in mind when choosing the evaluation frequency for a rule: 1) whether it makes sense logically to have the rule execute at a particular time, *e.g.*, the beginning of a month or year; 2) game performance. For performance reasons, it's a good idea to evaluate a rule only as often as necessary.

Inactive Specifier Statement

This specifier is optional and many rules you make probably won't need it. However, it *can* be very useful. When a rule is specified to be "inactive" it will be loaded into the inactive rule list when its script is loaded at the start of the game.

This specifier is useful when it makes sense for a rule to be evaluated only when a particular condition exists in the game. Another rule might detect or create this condition and then activate the inactive rules that are concerned with the condition.

This can be helpful for two reasons:

1. The activated rules conditions can potentially be simpler to specify
2. Performance

As an example case, say a script will want to potentially display a sequence of two warnings to the user, warning 1 and warning 2. Warning 1 should be displayed before warning 2. Warning 2 can be specified to be "inactive" and only activated after warning 1 executes. (T2Advice.txt shows an example.)

The inactivity specifier is a form of "statement." It should be followed by a semicolon, ";". If you omit the semicolon, you will get a syntax error.

Example:

```
rule sample_rule_name
{
// frequency specifier

inactive;

// conditions section
// actions section
}
```

Conditions Section

The conditions section is composed of the "conditions" keyword followed by a conditions block. The block should begin with the open bracket "{" and end with the close bracket "}".

The conditions block may contain zero or more condition statements.

Example:
```
rule sample_rule_name
{
// frequency specifier
// inactive specifier

conditions
{
// condition statements
}

// actions section
}
```

A conditions statement should be composed of an expression followed by a semicolon. Example:

```
game_tick > 0;
```

The expression is evaluated either to be "true" or "false." Zero values are considered "false" and non-zero values are considered "true."

Any number of conditions statements can be specified. All of the condition statements must evaluate to be "true" for the rule's actions to be triggered.

Expressions in *Tropico 2*'s scripting language are similar to expressions in the C programming language, although the language only has a subset of C's expressive capabilities.

In general, expressions are composed of some number of terms and operators. Terms can be literals (integers, floats, strings, boolean values, 4-character ID strings), variables, or functions.

Types of Terms

Term	Example
Integer numbers	1, -5
Boolean	true, false
Floating-point numbers	5.0, -3.0
String constants	"Hello, world."
4-character ID string constants	"chbe"
Hex numbers	0x3FC
Variables	game_tick, temp_int_variable
Functions	random_number(0, 5),

Boolean values are treated like integers. Four-character ID string constants are four-character-long strings that have special meaning to the game (many are defined in T2GameTypes.txt). They are often needed as parameters to script actions and functions.

SUPPORTED OPERATORS (expr)

/	division binary operator		>=	greater than or equal to
*	multiplication binary operator		<=	less than or equal to
+	addition binary operator		==	equality operator
-	subtraction binary operator		!=	inequality operator
%	modulus operator		&&	logical AND operator
>	greater than		||	logical OR operator
<	less than			

Simple Example:

```
rule sample_rule_name
{
// optional frequency specifier
// optional inactive specifier

conditions
{
is_edict_active(EDICT_SPY) == true;
is_asserted("advice_spy_on_foes_five_tick") == true;
game_tick > advice_spy_on_foes_five_tick;
}

// actions section
}
```

Complex Example:

```
rule sample_rule_name
{
// optional frequency specifier
// optional inactive specifier

conditions
{
game_tick > 43824;

 (num_ships_of_type(SHIP_FRIGATE)
+ num_ships_of_type(SHIP_GALLEON) < 4)
|| (diplomacy_level(NATION_FRANCE) < 200
&& diplomacy_level(NATION_SPAIN) < 200
&& diplomacy_level(NATION_SPAIN) < 200);
}

// optional actions section
}
```

You'll notice that a statement may take up multiple lines; statements just have to be terminated by a ";" (semicolon).

Actions Section

The actions section is composed of the "actions" keyword followed by one or more actions. Zero or more actions can be specified. Actions execute in the order they are listed in a rule's definition.

Actions are the "THEN" part of rules. Actions execute commands in the game. They are built-in commands defined by the scripting language. You cannot use the scripting language to define new actions (you can only define variables and rules).

Many actions are identical to commands the internal game simulation uses. Other actions have been written specifically for the scripting language, extending the capabilities of the game simulation.

An action is composed of an action name followed by an action block. The action block may contain zero or more action argument statements. The parameters to actions are specified by "named" arguments. A named argument is composed of a name, a semicolon, and an argument value.

Example:

```
action add_pirates
{
amount: 5;
nationality: NATION_SPAIN;
species: CHAR_PIRATE_CREW;
}
```

Here the action is "add_pirates" and it has three named arguments "amount," "nationality," and "species."

You may refer to the Tropico 2 Scripting Reference Guide at the end of the "Documentation.txt" file (which is located in the Maps folder of your *Tropico 2* game directory) to find out what arguments a given action understands. Some arguments are required and others are optional. Arguments have a "type." Arguments expect the right type of value to be passed. Some type conversion is supported: for example, conversion between integer and float and boolean. Values may be terms or expressions.

Action arguments can be specified in any order. For clarity, it is helpful to use them in a consistent order, that is to say, the order listed in the action documentation later in this document.

Tropico 2 currently supports 80+ actions. Actions fall into a few different categories. Again, you can refer to the Reference Guide mentioned above to read about the individual actions, and they are listed briefly by function grouping and alphabetically at the end of this chapter.

The different function groupings are:
1. Script and Rule Evaluation
2. Assertion Database
3. User interface (messages, dialogs, sounds, etc.)
4. Game time
5. Character
6. Strategy map and simulation
7. Building
8. Production commodity related
9. Player
10. Edict
11. Great power nations and diplomacy
12. Import & export
13. Island-wide / global effects
14. Death and destruction
15. Win / Lose
16. Utility

Putting it all together, here is a complete rule with all of the possible rule sections included:

```
rule t2_random_bountiful_harvest_end

{
frequency month;
inactive;

conditions
{
current_game_month == RANDOM_HARVEST_END_MONTH;
}

actions
{
action create_message_dialog
{
title: "Bountiful Harvest Ends";
pictureID: EDICT_FREE_RUM;
body: "The bountiful harvest has come to an end.";
}

action set_soil_quality_multiplier { multiplier: 1.0; }
action execute_once { }
}
}
```

This rule has the "inactive" specifier so it won't be evaluated until another rule activates it. It will be evaluated every month. It displays a message dialog and sets the island soil quality multiplier to 1.0. The "execute_once" action will place the rule in the Script Engine's inactive rule list (where it can be reactivated by another rule later).

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Variables, Functions, and Macros

You can't do much with rules without data: *i.e.,* information retrieved from the game and values you want to record for later use. There are three types of terms for this:

> 🏴 Built-in variables
> 🏴 User variables
> 🏴 Script functions

Built-In and User Variables

Tropico 2 has a set of built-in variables and also allows you to define new variables that are stored in the Assertion Database. Variables can hold five types of data:

> 🏴 Integer
> 🏴 Boolean
> 🏴 Float
> 🏴 String
> 🏴 4-character ID string

Integer and boolean are handled interchangeably. Four-character ID strings are just strings, except many script actions and functions specifically require four-character ID string argument values. ID strings are most commonly used to refer to types of objects in *Tropico 2*. You should usually be able to use the macros defined in "T2GameTypes.txt".

Built-in variables are read-only variables with values set by the game. Commonly used variables include:

> 🏴 game_tick
> 🏴 player_treasury
> 🏴 player_score
> 🏴 invoked_by_rule

You can define your own variables using the "assert" actions. These "user" variables are stored in the Assertion Database. User variables" and built-in variables are used in the same way.

The Assertion Database actions include:

> 🏴 assert_int
> 🏴 assert_float
> 🏴 assert_string
> 🏴 assert_ID
> 🏴 retract

Example:
```
action assert_int
{
name: "advice_build_timbercamp_tick";
value: game_tick + 400;
}
```

This writes an integer variable named "advice_build_timbercamp_tick" in the Assertion Database. Note that the value of a built-in variable is used to set the value of "advice_build_timbercamp_tick."

There's also one useful Assertion Database function:

```
is_asserted
```

The retract can be used to remove a variable from the Assertion Database. The "is_asserted" function can be used to query whether a variable is currently stored in the Assertion Database.

Functions

Functions are like built-in variables but they take parameters. Script functions are defined by the game; you can't define new functions. Functions take one or more arguments separated by commas, surrounded by parentheses (), and preceded by the function name.
Examples:

```
num_buildings_of_type(BLDG_STOCKADE)
random_number(0, 3);
```

Unlike actions, functions require at least one argument, arguments must be passed in a fixed order, and you must pass values for all of a function's arguments when you call it. Function arguments are not named arguments, unlike action arguments.

Functions return a value. The return types are the same as for variables:

🏴	Integer
🏴	Boolean
🏴	Float
🏴	String
🏴	4-character ID string

Important Note About Functions:

Functions currently only support term arguments, *i.e.*, literals (integers, strings, floats, booleans, and ID strings) and variables. You cannot pass an expression or a function as a function argument. You need to create a variable with the value you need.
Examples of ILLEGAL function argument uses:

```
random_number(0, game_tick + 1000) // ILLEGAL: expression passed
random_number(1500, tick_year(game_tick) // ILLEGAL: function passed
```

You can get around this by asserting a variable with the value you want to pass to the function
Example:

```
rule
{
// conditions...

actions
{
action assert_int
{
name: "tmp_max_distance";
value: get_max_distance_explored(1);
}

action assert_int
{
```

```
name: "tmp_num";
value: get_num_zones_at_distance(tmp_max_distance);
}

action assert_int
{
name: "tmp_random";
value: random_number(0, tmp_num);
}

action retract { name: "tmp_max_distance"; }
action retract { name: "tmp_num"; }
action retract { name: "tmp_random"; }

// more actions...

}
}
```

These temporary variables need to be created since expressions and functions cannot be passed as arguments to functions.

Macros

You'll notice that many of the examples make use of values in all upper case,
Examples:

```
NATION_FRANCE
BLDG_STOCKADE
```

Macros are created using the "#define" directive in script files. It's best if they are defined outside of rules and should be defined before they are used.
Example:

```
#define RANDOM_EVENT_MAX_ROLL    800
#define RANDOM_EVENT_COMMON_CHANCE     30
```

Macros are useful for creating user-friendly names for constant values. If a constant is going to be used in multiple places, they are useful because you can change the value in the "#define" without having to search for all the places where the value is used.

Macros can also take arguments. For example,

```
#define EXAMPLE_MACRO(X) (3000 + X)
…
action set_player_cash { amount: EXAMPLE_MACRO(5); }
…
```

Here EXAMPLE_MACRO(5) will be replace with 3005. If you want to use a macro like the following (next page):

```
#define EXAMPLE_MACRO ((player_treasury + 500) % 3)  // ** THIS WON'T
WORK
…
action set_player_cash { amount: EXAMPLE_MACRO; }
…
```

The scripting language will get confused. Try using the following:

```
#define EXAMPLE_MACRO(X) ((player_treasury + 500) % 3)
…
action set_player_cash { amount: EXAMPLE_MACRO(0)); }
```

Scripting Errors

Like most, if not all, programming languages, the *Tropico 2* scripting language is very picky. It is easy to make a mistake if you are not very careful about syntax and naming things correctly.

There are two types of scripting errors:

1. Syntax errors

2. Execution errors

Execution errors are trickier. They won't be reported until the conditions of the rule are evaluated or the actions of the rule are executed. Common execution errors include mistyping variable, action, and function names and giving the wrong arguments or wrong number of arguments to functions and actions.

Syntax errors will be reported in a dialog box when scripts are loaded at the beginning of the game. These are nice because you will be informed about problems as soon as the game starts. Common syntax errors are leaving out brackets, ({ and }), and not ending statements with semicolons (;).

Top Common Mistakes: Things to Look Out for

1. Missing semicolons (;) at the end of statements

2. Too many or too few parenthesis around expressions (xxx) or too many or too few brackets {xxx} around condition, action, and rule blocks

3. Missing end-of-string double-quotes or typing single quote ' instead of double-quote ""

4. Missing keywords like "action"

5. Random extraneous characters accidentally typed into a file

6. Omitting required arguments from functions and actions

7. Passing the wrong type of value as an argument to a function or action

8. Mistyping the names of actions, variables, or functions

9. Forgetting to put quotes around names of rules or other cases when you need a name and you don't want a variable

10. Trying to name arguments to functions or forgetting to name arguments to actions

11. Using single equals = instead of double equals == to test for comparison

When a rule is encountered with an error when a script is being loaded, it won't be added to the rule database. When an error is encountered trying to evaluate a rule, the rule will be removed from the set of active rules. It will be placed in the "inactive" rule list and shouldn't be reactivated.

You will frequently want to create many rules that will run at the end of the game or at points during the game. It is easiest to test these rules by changing their conditions to run at the very start of the game and to change their conditions to force their actions to run at the beginning of the game.

The Scripting Engine tries to report the file, line number, and rule at which an error has occurred. It tries to report the nature of the error as best it can, although an error will very frequently be reported as showing up after the actual location.

If you can't find the location of an error, look in the area around where the error was reported, particularly before. For errors reported at the very beginning of a file, the error might actually be at the end of the last file #included.

If you are still stymied, then you can try commenting out lines of code and see if the area goes away. For very hard to find problems, you might copy the script file and then remove or comment out large portions of the code to find the broken portion.

For errors that occur during execution, you might use the various user interface dialog and message actions to print out diagnostic information or to bracket the possible location of errors.

In the worst case, the game will crash as a result of a scripting error. This possibly could occur because of a syntax error in rare circumstances. Check for non-terminating strings, etc., from illegal arguments being passed to functions or actions, or possibly the sim data being changed in some way that it doesn't expect and can't handle.

Assertion Database Advanced Features

There are two somewhat advanced features involving the Assertion Database: Action result values and overriding internal game data constants.

Action Result Values

Some script actions will add variables to the Assertion Database when they finish executing. These actions include:

- force_enraged
- change_pirate_satisfaction
- change_captive_worker_satisfaction
- change_pirate_need
- change_captive_worker_need
- deduct_commodity_output
- kill_captives
- kill_pirates
- destroy_buildings

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You can look up the names of the variables in the documentation for each of these rules in the DOCUMENTATION.TXT file in the game's Maps directory. They return helpful information about the results of an action's execution.

Overriding Internal Game Data Constants

Tropico 2 uses hundreds if not thousands of data constants within the game simulation that affect the simulation's behavior. The scripting language has the ability to override many of these game data constants using the Assertion Database.

You can find a listing of many of these game data constants in the script file "T2GameDataConstants.txt". Changing the values is simple. You must first call:

```
action enable_game_data_override { }
```

It's best if you call this action during scenario initialization. You can then use the various assert actions to override specific game constants. Example:

```
rule sample_scenario_initialization

{
frequency initialization;


conditions { always_true; }


actions
{
action enable_game_data_override { }

// Raise captive's melee ability to skill 2 from the default of 1
action assert_int
{
name: GC_MELEE_CAPTIVE_SKILL;
value: 2;
}
}
}
```

Working with Multiple Scripts

Every scenario has one primary script file. However, scenario scripts can make use of other support scripts using the "#include" directive. Using #include in a script file will insert the text of a named file when the script file is loaded by the game. Example:

```
#include "Maps/T2GameTypes.txt"
#include "Maps/T2GameRules.txt"
```

The path name of the file to be included must be specified. Note that the Maps sub-directory must be specified to include script files in the Maps directory.

The official *Tropico 2* scenario scripts that come with the game use a set of support scripts that they "#include":

TROPICO 2 SUPPORT SCRIPTS

T2GameRules.txt	Standard game rules for coup and invasion
T2GameTypes.txt	Macros for many constants and type codes
T2Advice.txt	Advice rules
T2Sandbox.txt	Sandbox game rules
T2GameDataConstants.txt	Macros for game data constants

The macros in T2GameTypes.txt should prove very useful in creating your own scripts. Unless you want to override the standard pirate coup and invasion rules you should #include T2GameRules.txt.

Again, open up the file named "Documentation.txt" in the Maps folder of your *Tropico 2* game directory to find a very comprehensive Scripting Reference Guide, including an alphabetical listing of actions, functions, and variables.

Appendices

Appendix A
Building Information

This section lists all of the statistical information in the Pirate Isle Cyclopedia for every structure you can build in *Tropico 2: Pirate Cove*. For your convenience, we've arranged them all in alphabetical order. For tips on how and where to place *Tropico 2* structures, see Chapter 3: Planning Your Island.

Anarchy Décor

These objects emanate the strong anarchy and lawlessness that pirates love.

You have 0 of this building on your island.

Construction Costs: 0 gold, 10 lumber

Emanates Anarchy (23:3)

Anarchy Shrubs

These wild shrubs are so oddly colored and poorly trimmed that a bit of anarchy is caused by their presence

You have 6 of this building on your island.

Construction Costs: 0 gold, 5 lumber

Emanates Anarchy (11:2)

Animal Pit

A great place for the low brows to gamble

You have 0 of this building on your island.
Construction Costs: 0 gold, 10 lumber
Maintenance Cost: 1 gold per month

Employs: 1 Server

Satisfies pirates of levels 1-5
Customer fees: 0-10 gold
6 customer spaces

- Provides Gambling (39%)
- Emanates Anarchy (23:2)

Apothecary

An apothecary helps keep workers from getting sick. Causes order.

You have 0 of this building on your island.
Unique.
Construction Costs: 0 gold, 12 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Skilled Surgeon

Employs: 2 Surgeons

- Emanates Order (47:4)

Black Market

Permits you to buy weapons and rations for your ships. For a price.

You have 0 of this building on your island.
Unique.
Construction Costs: 100 gold, 20 lumber
Maintenance Cost: 5 gold per month
Employs: 2 Traders, 1 Overseer
Pirate Wages: 1-12 gold per month

- Emanates Defense (47:4)

Blacksmithy

Pig iron is made into cutlasses

You have 0 of this building on your island.
Construction Costs: 0 gold, 15 lumber
Maintenance Cost: 1 gold per month

Employs: 2 Blacksmiths, 1 Hauler

Produces Cutlasses from Pig Iron

- Emanates Defense (39:2)

Bakery

Needs papaya, and banana to make the tasty fruit pastries pirates demand

You have 0 of this building on your island.
Construction Costs: 0 gold, 20 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Skilled Cook, Skilled Farmer

Employs: 2 Cooks, 1 Hauler

Produces Pastries from Bananas, Papayas

Banana Farm

Grows bananas, which can be made into pastries or eaten as a tasty snack on their own.

You have 0 of this building on your island.
Construction Costs: 0 gold, 3 lumber
Maintenance Cost: 1 gold per month
Prerequisite Captives: Skilled Farmer

Employs: 2 Farmers, 1 Overseer
Pirate Wages: 1-12 gold per month

Produces Bananas

Blast Furnace

Use iron ore from the mines to make pig iron

You have 0 of this building on your island.
Construction Costs: 0 gold, 20 lumber
Maintenance Cost: 1 gold per month

Employs: 3 Blacksmiths, 1 Overseer, 1 Hauler

Pirate Wages: 1-12 gold per month

Produces Pig Iron from Ore

- Emanates Defense (39:2)

Boatyard

Allows construction of small ships for lumber and gold.

You have 0 of this building on your island.
Unique.
Construction Costs: 0 gold, 10 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Shipwright

Employs: 2 Shipwrights

- Emanates Defense (39:2)

Brewery

Makes beer out of corn

You have 0 of this building on your island.
Construction Costs: 0 gold, 10 lumber
Maintenance Cost: 2 gold per month

Required for Free Beer edict

Employs: 2 Cooks, 1 Hauler

Produces Beer from Corn

Brothel & Salon

Provides the companionship preferred by mid-level pirates. Bonus for cigars

You have 0 of this building on your island.
Construction Costs: 0 gold, 30 lumber
Maintenance Cost: 2 gold per month

Prerequisite Captives: Skilled Wench

Employs: 5 Wenches, 1 Hauler

Satisfies pirates of levels 3-7

Customer fees: 5-20 gold

5 customer spaces

Receives Cigars

Provides Companionship (57-112%)

Emanates Anarchy (34:3)

Carpenter

Peglegs made here can be given to pirates, boosting their notoriety

You have 0 of this building on your island.
Unique.
Construction Costs: 100 gold, 20 lumber

Maintenance Cost: 5 gold per month

Prerequisite Captives: Carpenter

Required for Outfit Pirate edict

Employs: 2 Carpenters

Produces Peg Legs

Emanates Fear (59:4)

Casino

High-ranking pirates appreciate the excellent grog and wagers here. Bonuses for rum and cigars.

You have 0 of this building on your island.
Construction Costs: 300 gold, 30 lumber
Maintenance Cost: 5 gold per month

Employs: 2 Servers, 1 Hauler

Satisfies pirates of levels 5-9

Customer fees: 8-30 gold

8 customer spaces

Receives Rum, Cigars

Provides Drinking (24-59%)

Provides Gambling (39-69%)

Emanates Anarchy (46:4)

Bunkhouse

Provides shelter from the elements for your captives.
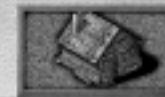
You have 0 of this building on your island.
Construction Costs: 0 gold, 2 lumber
Maintenance Cost: 1 gold per month

5 customer spaces

Provides Resting (86%)

Cannon Foundry

Pig iron and wood make cannons

You have 0 of this building on your island.
Construction Costs: 0 gold, 25 lumber
Maintenance Cost: 2 gold per month

Prerequisite Captives: Engineer

Employs: 2 Engineers, 1 Hauler

Produces Cannon from Pig Iron, Wood

Emanates Defense (39:2)

Cheap Eatery

The food's okay, but even new recruits have to choke down the grog. Bonuses for fruit pastries and beer

You have 0 of this building on your island.
Construction Costs: 0 gold, 10 lumber
Maintenance Cost: 2 gold per month

Prerequisite Captives: Skilled Cook

Employs: 2 Servers, 1 Cook, 1 Hauler

Satisfies pirates of levels 2-6

Customer fees: 2-12 gold

6 customer spaces

Receives Beer, Pastries

Provides Drinking (16-43%)

Provides Feasting (31-75%)

Emanates Anarchy (34:3)

Chuck Tent

Cooks up corn into slop that captives can choke down.

You have 1 of this building on your island.
Construction Costs: 0 gold, 2 lumber
Maintenance Cost: 2 gold per month

Employs: 1 Cook, 1 Hauler

7 customer spaces

Produces Slop from Corn

Provides Feasting (0-82%)

Church

Religion helps captives accept their lot in life

You have 0 of this building on your island.
Construction Costs: 0 gold, 18 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Skilled Priest
Employs: 3 Priests
9 customer spaces
Provides Religion (59%)

Cigar Factory

Rolls tobacco into cigars

You have 0 of this building on your island.
Construction Costs: 0 gold, 20 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Tobacconist
Employs: 2 Tobacconists, 1 Hauler
Produces Cigars from Tobacco

Courtesan & Spa

Your captains and higher ranking pirates prefer a courtesan. Bonus for cigars.

You have 0 of this building on your island.
Construction Costs: 0 gold, 8 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Courtesan
Employs: 1 Courtesan, 1 Hauler
Satisfies pirates of levels 5–9
Customer fees: 8–30 gold
1 customer spaces
Receives Cigars
Provides Companionship (65–135%)
Emanates Anarchy (34:3)

Dock

One dock is required for each ship. Haulers bring weapons and rations here.

You have 0 of this building on your island.
Construction Costs: 0 gold, 5 lumber
Maintenance Cost: 1 gold per month
Employs: 2 Haulers, 1 Overseer
Pirate Wages: 1–12 gold per month
Receives Sea Rations, Cutlasses, Cannon, Muskets
Emanates Defense (35:2)

Construction Tent

Can't build most other buildings without a construction tent

You have 0 of this building on your island.
Employs: 5 Builders, 1 Overseer
Pirate Wages: 1–12 gold per month

Corn Farm

Grows corn, the staple food on your island.

You have 2 of this building on your island.
Construction Costs: 0 gold, 3 lumber
Maintenance Cost: 1 gold per month
Employs: 4 Farmers, 1 Overseer
Pirate Wages: 1–12 gold per month
Produces Corn

Fort

A Fort is the best way to fight off invasions. Causes pirates to feel defended.

You have 0 of this building on your island.
Construction Costs: 1000 gold, 60 lumber
Maintenance Cost: 5 gold per month
Prerequisite Captives: Engineer
Required for Raise Jolly Roger edict
Employs: 4 Guards
Pirate Wages: 1–12 gold per month
Emanates Defense (59:4)
Emanates Fear (47:4)

Gallows

Causes fear in captives.

You have 0 of this building on your island.
Unique.
Construction Costs: 0 gold, 20 lumber
Maintenance Cost: 1 gold per month
Emanates Fear (47:4)

Gambling Den

Provides decent grog and wagers. Bonus for cigars and beer

You have 0 of this building on your island.
Construction Costs: 0 gold, 15 lumber
Maintenance Cost: 2 gold per month
Employs: 1 Server, 1 Hauler
Satisfies pirates of levels 3–7
Customer fees: 2–12 gold
5 customer spaces
Receives Beer, Cigars

- Provides Drinking (22–55%)
- Provides Gambling (39–65%)
- Emanates Anarchy (3:4:3)

Graveyard

Dead pirates can be raised as skeletons for a small fee. Causes fear

You have 0 of this building on your island.
Unique.
Construction Costs: 0 gold, 20 lumber
Maintenance Cost: 2 gold per month
Required for Raise Dead edict

- Emanates Fear (47:4)

Hat Shop

Scary Hats made here can be given to pirates, boosting their leadership

You have 0 of this building on your island.
Unique.
Construction Costs: 100 gold, 20 lumber
Maintenance Cost: 5 gold per month
Prerequisite Captives: Hatter
Required for Outfit Pirate edict
Employs: 2 Hatters
Produces Hats

- Emanates Order (59:4)

Hotel

Provides all the comforts demanded by modern wealthy captives.

You have 0 of this building on your island.
Construction Costs: 500 gold, 50 lumber
Maintenance Cost: 5 gold per month
Prerequisite Captives: Wealthy Captive
Customer fees: 10 gold
8 customer spaces

- Provides Resting (98%)
- Emanates Order (31:2)

Gunnery

Raises the gunnery skill of pirates

You have 0 of this building on your island.
Unique.
Construction Costs: 600 gold, 40 lumber
Maintenance Cost: 5 gold per month
Required for Educate Pirate edict
6 customer spaces

- Emanates Defense (35:3)

Gunsmithy

Pig iron is used to make muskets

You have 0 of this building on your island.
Construction Costs: 0 gold, 20 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Gunsmith
Employs: 2 Gunsmiths, 1 Hauler
Produces Muskets from Pig Iron

- Emanates Defense (39:2)

Inn

Provides upscale food and grog. Bonuses for rum and fruit pastries.

You have 0 of this building on your island
Construction Costs: 350 gold, 35 lumber
Maintenance Cost: 5 gold per month
Prerequisite Captives: Skilled Server, Skilled Cook
Employs: 3 Servers, 1 Cook, 1 Hauler
Satisfies pirates of levels 5–9
Customer fees: 8–30 gold
12 customer spaces
Receives Rum, Pastries

- Provides Drinking (20–63%)
- Provides Feasting (39–98%)
- Provides Resting (20%)

Interrogation Chamber

Captives tremble when they must pass the interrogation chamber. Causes fear.

You have 0 of this building on your island.
Unique.
Construction Costs: 250 gold, 25 lumber
Maintenance Cost: 5 gold per month
Required for Interrogate edict
Employs: 1 Overseer
Pirate Wages: 1–12 gold per month

- Emanates Fear (86:4)

Iron Mine

Mines the raw iron ore which is eventually purified before being shaped into some useful implement of plunder.

You have 0 of this building on your island.

Construction Costs: 0 gold, 10 lumber

Maintenance Cost: 1 gold per month

Employs: 3 Miners, 1 Overseer

Pirate Wages: 1–12 gold per month

Produces Ore

Marksmanship

Raises the marksmanship skill of pirates

You have 0 of this building on your island.

Unique.

Construction Costs: 600 gold, 40 lumber

Maintenance Cost: 5 gold per month

Required for Educate Pirate edict

6 customer spaces

⬜ Emanates Defense (35:3)

Orderly Shrubs

These little shrubs add a bit to the sense of calm order about your isle

You have 0 of this building on your island.

Construction Costs: 0 gold, 5 lumber

🏛 Emanates Order (12:2)

Papaya Farm

Grows papayas, a luxury fruit enjoyed by anyone lucky enough to be served one.

You have 0 of this building on your island.

Construction Costs: 0 gold, 3 lumber

Maintenance Cost: 1 gold per month

Prerequisite Captives: Skilled Farmer

Employs: 2 Farmers, 1 Overseer

Pirate Wages: 1–12 gold per month

Produces Papayas

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Navigation

Raises the navigation skill of pirates

You have 0 of this building on your island.

Unique.

Construction Costs: 600 gold, 40 lumber

Maintenance Cost: 5 gold per month

Required for Educate Pirate edict

6 customer spaces

⬜ Emanates Defense (35:3)

Observatory

An observatory on the island makes pirates feel safe and well-defended.
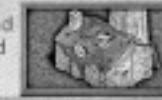
You have 0 of this building on your island.

Unique.

Construction Costs: 0 gold, 20 lumber

⬜ Emanates Defense (59:4)

Parrot Aviary

Parrots bred here can be given to pirates, boosting their courage

You have 0 of this building on your island.

Unique.

Construction Costs: 100 gold, 20 lumber

Maintenance Cost: 5 gold per month

Prerequisite Captives: Bird Handler

Required for Outfit Pirate edict

Employs: 2 Bird Handlers

Produces Parrots

Pirate Adobe

A moderate home. Upgrades as owner gains wealth

You have 0 of this building on your island.

Construction Costs: 80 gold, 0 lumber

Upgrade from Pirate Shack

Satisfies pirates of level 5

Customer fees: 1 gold

Pirates stash 30 coins per visit

⬤ Provides Stashing (71%)

⬤ Provides Resting (57%)

⬤ Emanates Anarchy (15:1)

Pirate Cave

You stash your pirate king hoard here

You have 0 of this building on your island.
Unique.
Indestructible.
Construction Costs: 150 gold, 15 lumber
Maintenance Cost: 5 gold per month

Pirate Dwelling

A rather nice home. Upgrades as owner gains wealth

You have 0 of this building on your island.
Construction Costs: 100 gold, 0 lumber
Upgrade from Pirate Adobe

Satisfies pirates of level 6
Customer fees: 1 gold
Pirates stash 40 coins per visit

Provides Stashing (75%)
Provides Resting (63%)
Emanates Anarchy (19:1)

Pirate Housing Plot

Pirates will build their own houses once there are plots.

You have 0 of this building on your island.
Construction Costs: 0 gold, 6 lumber
Satisfies pirates of level 1
Customer fees: 1 gold
1 customer spaces

Provides Stashing (0%)
Provides Resting (0%)

Pirate Hovel

A ramshackle home. Upgrades as owner gains wealth

You have 0 of this building on your island.
Construction Costs: 40 gold, 0 lumber
Upgrade from Pirate Tent

Satisfies pirates of level 3
Customer fees: 1 gold
Pirates stash 10 coins per visit

Provides Stashing (63%)
Provides Resting (45%)
Emanates Anarchy (7:1)

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Pirate Estate

An award-winning home. Upgrades as owner gains wealth

You have 0 of this building on your island.
Construction Costs: 140 gold, 0 lumber
Upgrade from Pirate House

Satisfies pirates of level 8
Customer fees: 1 gold
Pirates stash 60 coins per visit

Provides Stashing (82%)
Provides Resting (75%)
Emanates Anarchy (26:1)

Pirate House

An impressive home. Upgrades as owner gains wealth

You have 0 of this building on your island.
Construction Costs: 120 gold, 0 lumber
Upgrade from Pirate Dwelling

Satisfies pirates of level 7
Customer fees: 1 gold
Pirates stash 50 coins per visit

Provides Stashing (78%)
Provides Resting (69%)
Emanates Anarchy (23:1)

Pirate Mansion

One of the wonders of the island. Cannot upgrade further

You have 0 of this building on your island.
Construction Costs: 160 gold, 0 lumber
Upgrade from Pirate Estate

Satisfies pirates of level 9
Customer fees: 1 gold
Pirates stash 70 coins per visit

Provides Stashing (86%)
Provides Resting (80%)
Emanates Anarchy (38:1)

Pirate Palace

Your residence and base of operations

You have 1 of this building on your island.
Unique.
Indestructible.
Employs: 4 Guards
Pirate Wages: 2–14 gold per month

Emanates Order (69:3)
Emanates Defense (27:3)
Emanates Order (73:3) Second Level
Emanates Defense (39:3)
Emanates Order (76:4) Third Level
Emanates Defense (51:4)
Emanates Order (80:4) Fourth Level
Emanates Defense (63:4)

Pirate Shack

A poor excuse for a home. Upgrades as owner gains wealth

You have 0 of this building on your island.
Construction Costs: 60 gold, 0 lumber
Upgrade from Pirate Hovel
Satisfies pirates of level 4
Customer fees: 1 gold
Pirates stash 20 coins per visit

- Provides Stashing (67%)
- Provides Resting (51%)
- Emanates Anarchy (11:1)

Pirate Tent

A primitive home. Upgrades as owner gains wealth

You have 0 of this building on your island.
Construction Costs: 20 gold, 0 lumber
Upgrade from Pirate Housing Plot
Satisfies pirates of level 2
Customer fees: 1 gold
Pirates stash 5 coins per visit

- Provides Stashing (59%)
- Provides Resting (39%)
- Emanates Anarchy (3:1)

Rum Distillery

Uses sugar cane to make rum

You have 0 of this building on your island.
Construction Costs: 0 gold, 25 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Distiller
Required for Free Rum edict
Employs: 2 Distillers, 1 Hauler
Produces Rum from Sugar Cane

Safe Harbor Anchor

Provides a bit of defense for our pirates

You have 0 of this building on your island.
Construction Costs: 0 gold, 5 lumber

- Emanates Defense (12:2)

Protective Cannon

Cannons create lots of defense for pirates

You have 2 of this building on your island.
Construction Costs: 0 gold, 10 lumber

- Emanates Defense (24:3)

Road

Buildings and docks must be connected to the road network

Sawmill

Wood becomes lumber here. Lumber is essential for buildings and ships

You have 1 of this building on your island.
Construction Costs: 0 gold, 20 lumber
Maintenance Cost: 1 gold per month
Employs: 2 Lumberjacks, 1 Overseer, 1 Hauler
Pirate Wages: 1–12 gold per month
Produces Lumber from Wood

Scary Décor

Scare captives with these skeletons on poles

You have 0 of this building on your island.
Construction Costs: 0 gold, 5 lumber

- Emanates Fear (12:2)

Seamanship

Raises the seamanship skill of pirates

You have 0 of this building on your island.
Unique.
Construction Costs: 600 gold, 40 lumber
Maintenance Cost: 5 gold per month
Required for Educate Pirate edict
6 customer spaces
Emanates Defense (35:3)

Sea Ration Factory

Cooks up corn into sea rations eaten by pirates at sea.

You have 0 of this building on your island.
Construction Costs: 0 gold, 10 lumber
Maintenance Cost: 2 gold per month
Employs: 2 Cooks, 1 Overseer, 1 Hauler
Pirate Wages: 1–12 gold per month
Produces Sea Rations from Corn

Smuggler's Dive

The food and grog here are acceptable to pirates who aren't too picky. Bonuses for raw papaya, banana, and for beer.

You have 0 of this building on your island.
Construction Costs: 0 gold, 8 lumber
Maintenance Cost: 1 gold per month
Employs: 2 Servers, 1 Cook, 1 Hauler
Satisfies pirates of levels 1–5
Customer fees: 0–10 gold
6 customer spaces
Receives Beer, Bananas, Papayas
Provides Drinking (24–59%)
Provides Feasting (24–51%)
Emanates Anarchy (23:2)

Stockade

Contains captives not currently assigned to jobs.

You have 1 of this building on your island.
Construction Costs: 500 gold, 30 lumber
Maintenance Cost: 1 gold per month
Pirate Wages: 1–12 gold per month
15 customer spaces
Provides Resting (59%)
Emanates Order (59:2)
Emanates Fear (69:5)

Shipyard

Allows construction of all ships from lumber and gold.

You have 0 of this building on your island.
Unique.
Construction Costs: 800 gold, 30 lumber
Maintenance Cost: 3 gold per month
Prerequisite Captives: Shipwright
Employs: 3 Shipwrights
Emanates Defense (39:2)

Smuggler's Cove

Sells extra rum, beer, cigars, pastries, and weapons for profits

You have 0 of this building on your island.
Unique.
Construction Costs: 100 gold, 20 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Skilled Trader
Required for Open Smuggler's Cove edict
Employs: 2 Traders, 1 Overseer, 1 Hauler
Pirate Wages: 1–12 gold per month

Sugarcane Farm

Grows sugarcane, which is converted into rum, the staple drink on your island.

You have 0 of this building on your island.
Construction Costs: 0 gold, 3 lumber
Maintenance Cost: 1 gold per month
Prerequisite Captives: Skilled Farmer
Employs: 4 Farmers, 1 Overseer
Pirate Wages: 1–12 gold per month
Produces Sugar Cane

Surgery

Pirates feel better with a well-equipped surgeon around. Causes anarchy.

You have 0 of this building on your island.
Unique.
Construction Costs: 0 gold, 12 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Skilled Surgeon
Employs: 2 Surgeons
Emanates Anarchy (46:4)

Swordmanship

Raises the swordsmanship skill of pirates

You have 0 of this building on your island.
Unique.
Construction Costs: 600 gold, 40 lumber
Maintenance Cost: 5 gold per month
Required for Educate Pirate edict
6 customer spaces
◯ Emanates Defense (35:3)

Tavern

Provides grog for middle-class pirates and above. Both rum and beer can be sold here.

You have 0 of this building on your island.
Construction Costs: 0 gold, 12 lumber
Maintenance Cost: 2 gold per month
Prerequisite Captives: Skilled Server
Employs: 3 Servers, 1 Hauler
Satisfies pirates of levels 4–8
Customer fees: 5–20 gold
9 customer spaces
Receives Rum, Beer
◉ Provides Drinking (31–94%)
◉ Emanates Anarchy (34:3)

Very Orderly Décor

Objects with hard edges and careful trimming really provide a strong sense of order

You have 0 of this building on your island.
Construction Costs: 0 gold, 10 lumber
◉ Emanates Order (24:3)

Very Scary Décor

Who wouldn't be scared by these terrorizing objects?

You have 0 of this building on your island.
Construction Costs: 0 gold, 10 lumber
◉ Emanates Fear (24:3)

Timber Camp

Contains the tools necessary to send captives out to cut down trees for use in construction.

You have 0 of this building on your island.
Maintenance Cost: 1 gold per month
Employs: 3 Lumberjacks, 1 Overseer
Pirate Wages: 1–12 gold per month
Produces Wood

Tobacco Farm

Grows tobacco, which when rolled into cigars provides pirates with relaxation and cancer.

You have 0 of this building on your island.
Construction Costs: 0 gold, 3 lumber
Maintenance Cost: 1 gold per month
Prerequisite Captives: Skilled Farmer
Employs: 4 Farmers, 1 Overseer
Pirate Wages: 1–12 gold per month
Produces Tobacco

Watch Tower

A cheap way to help keep captives from escaping. Causes defense and fear.

You have 0 of this building on your island.
Construction Costs: 0 gold, 8 lumber
Maintenance Cost: 2 gold per month
Employs: 2 Guards
Pirate Wages: 1–12 gold per month
◯ Emanates Defense (47:2)
◉ Emanates Fear (47:2)

Wench & Masseuse

Rank and file wenches for rank and file pirates

You have 0 of this building on your island.
Construction Costs: 0 gold, 2 lumber
Maintenance Cost: 1 gold per month
Employs: 1 Wench
Satisfies pirates of levels 1–5
Customer fees: 0–10 gold
1 customer spaces
◉ Provides Companionship (47–78%)
◉ Emanates Anarchy (23:2)

Appendix B
Ship Information

This section lists all of the statistical information from the Pirate Isle Cyclopedia for the six pirate ships available for construction in *Tropico 2: Pirate Cove*. The boats are listed from smallest to biggest. For more on the *Tropico 2* fleet tactics, see Chapter 5: Ships, Sailing, and International Relations.

Snow

Tonnage/Lumber Cost: 20
Coin Cost: 0
Speed: 28

Cannon: 4
Supplies: 5
Muskets: 4
Blades: 4

Crew: 3
Officers: 1
Captains: 1

Available at boatyard and shipyard
Available at start of game

Advisable only for exploration, kidnapping, and raids; too weak to cruise

Schooner

Tonnage/Lumber Cost: 30
Coin Cost: 100
Speed: 32

Cannon: 8
Supplies: 8
Muskets: 7
Blades: 7

Crew: 5
Officers: 2
Captains: 1

Available at boatyard and shipyard
Available at start of game

Advisable for missions and short-range cruises; good at escaping

Sloop

Tonnage/Lumber Cost: 50
Coin Cost: 250
Speed: 28

Cannon: 16
Supplies: 10
Muskets: 10
Blades: 10

Crew: 8
Officers: 2
Captains: 1

Available at boatyard and shipyard
Available at start of game

Strongest short-range vessel; carries few supplies

Brigantine

Tonnage/Lumber Cost: 70
Coin Cost: 500
Speed: 26

Cannon: 12
Supplies: 30
Muskets: 10
Blades: 10

Crew: 8
Officers: 2
Captains: 1

Available only at shipyard
Available at start of game

Long-range vessel; good speed; lacks power

Frigate

Tonnage/Lumber Cost: 125
Coin Cost: 1000
Speed: 22

Cannon: 26
Supplies: 40
Muskets: 17
Blades: 17

Crew: 13
Officers: 4
Captains: 1

Available only at shipyard
Available at start of game

Long-range vessel;
decent speed; lots of
guns

Galleon

Tonnage/Lumber Cost: 150
Coin Cost: 1000
Speed: 15

Cannon: 40
Supplies: 60
Muskets: 20
Blades: 20

Crew: 15
Officers: 5
Captains: 1

Available only at shipyard
Available at start of game

Largest, most powerful
ship; very slow; bad
pursuer

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Appendix C
Archetype Information

This section lists the statistical information from the Pirate Isle Cyclopedia on all of the "arche-types" that populate your islands in *Tropico 2: Pirate Cove*. Very simply, in this case an archetype means a type of person. The types are listed in alphabetical order under their respective cate-gories of Captains, Specialists, and Laborers. For more on *Tropico 2* pirates and captives, see Chapter 4: Population Control—Managing Pirates and Captives.

Captains

Each pirate captain in *Tropico 2: Pirate Cove* features a personal history and a built-in set of special skills.

Anne Bonny

Anne Bonny lost her inheritance by eloping to sea with an impoverished sailor. She then abandoned her true love for the captain of the ship as a promotion. Later she changed ships and served under Calico Jack. Here, she learned some navigation.
After they were captured, Anne told her condemned lover: "if you had fought like a man you need not be hanged like a dog."

Gender: Female   Nationality: English

Skills:
   Navigation: 3
   Seamanship: 4
   Gunnery: 2
   Marksmanship: 4
   Swordsmanship: 3

Other Traits:
   Loyalty: 7
   Leadership: 3
   Courage: 8
   Notoriety: 3

Bartholomew Roberts

Black Bart, who plundered over 400 vessels in his long career, tried to limit his crew's rum ration. Apparently he suffered from the odd belief that drunk crew couldn't shoot straight. Notorious for his daylight plundering of a ship in the middle of enemy fleet.

Gender: Male   Nationality: English

Skills:
   Navigation: 4
   Seamanship: 5
   Gunnery: 3
   Marksmanship: 2
   Swordsmanship: 2

Other Traits:
   Loyalty: 3
   Leadership: 6
   Courage: 4
   Notoriety: 4

Bloody Mary

Bloody Mary took the name of a noted queen of England in part because she claimed royal descent. Always a heavy drinker, some histories state she invented several new mixed drinks including the one that bears her name. Calculating that an infernal reputation would lead to quick surrender, her usual practice with captives who resisted was immediate beheading.

Gender: Female   Nationality: English

Skills:
   Navigation: 4
   Seamanship: 2
   Gunnery: 4
   Marksmanship: 4
   Swordsmanship: 2

Other Traits:
   Loyalty: 3
   Leadership: 5
   Courage: 4
   Notoriety: 2

Calico Jack

Noted for his calico clothing, Calico Jack Rackham is famous mainly because he captained a ship with women pirates on board. Although his vessel did take several prizes, they were mostly fishing boats. When apprehended by the British Navy, Jack hid in the hold whilst some of the braver members of the crew tried to resist. Captured and soon to be hanged, he claimed truthfully to have done very little harm to anyone.

Gender: Male   Nationality: English

Skills: Other Traits:
  Navigation: 3   Loyalty: 2
  Seamanship: 4   Leadership: 6
  Gunnery: 3   Courage: 3
  Marksmanship: 3   Notoriety: 2
  Swordsmanship: 3

Cap'n Hook

A retired member of the Spanish inquisition, Hook (an obvious pseudonym) went to sea mainly to perfect various forms of interrogation. Although he claimed to lose his hand in battle, rigorous research has uncovered no such event. Either a crocodile bit it off, or he had it surgically replaced on purpose to further his nefarious practices with captives and crew. Amongst his chief weaponry when attacking harmless merchants was the fear his deadly visage inspired and the obvious advantage of surprise.

Gender: Male   Nationality: Spanish

Skills: Other Traits:
  Navigation: 5   Loyalty: 3
  Seamanship: 2   Leadership: 5
  Gunnery: 1   Courage: 4
  Marksmanship: 4   Notoriety: 3
  Swordsmanship: 4

Charlotte de Berry

Charlotte De Berry ran away to sea. She tried to disguise herself as a boy to avoid problems on board ship, but the Captain figured things out and tried to rape her. Perhaps understandably, Charlotte led a mutiny on board and beheaded the Captain with his own sword. After this she assumed command of the ship herself. This was the beginning of her pirate career that took her to the Caribbean well-trained in the arts of seamanship, navigation and cross-dressing.

Gender: Female   Nationality: English

Skills: Other Traits:
  Navigation: 3   Loyalty: 8
  Seamanship: 5   Leadership: 4
  Gunnery: 3   Courage: 6
  Marksmanship: 3   Notoriety: 3
  Swordsmanship: 2

Edward Teach

In battle, Blackbeard burned fuses in his own beard causing a well-known colonial governor to soil his undergarments. Later, he shot his closest ally with a concealed pistol as they drank rum together and wrecked his own ship to avoid dividing plunder with his crew. He also acquired 25 stab wounds before dying during his final defeat.

Gender: Male   Nationality: English

Skills: Other Traits:
  Navigation: 2   Loyalty: 3
  Seamanship: 4   Leadership: 5
  Gunnery: 3   Courage: 7
  Marksmanship: 3   Notoriety: 5
  Swordsmanship: 4
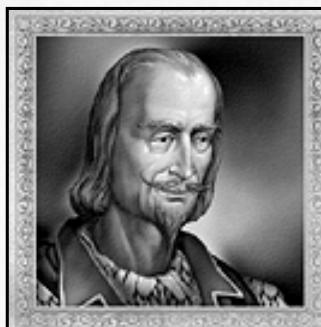
Francis L'Ollonais

Notorious as the greatest pirate of French Tortuga, L'Ollonais enjoys the distinction of going too far into torture and brutality even for the strong stomachs of his buccaneer followers. Although he masterminded a profitable raid on Maricaibo in 1667, he was soon after 'unelected' as pirate leader because of an episode where L'Ollonais sliced open a prisoner's chest, drew out the heart with his hands, and bit and gnawed it with his teeth.

Gender: Male   Nationality: French

Skills: Other Traits:
 Navigation: 2   Loyalty: 3
 Seamanship: 3   Leadership: 5
 Gunnery: 4   Courage: 5
 Marksmanship: 3   Notoriety: 4
 Swordsmanship: 4

Laurens De Graff

De Graff led raids on Vera Cruz and Campeche and defeated the mighty Spanish ship Princesa. As an escaped slave from a Spanish galley, he hated Spain passionately and released unplundered the ships of other nations. Noted for gentlemanly behavior (for a pirate) he fatally wounded fellow-captain Van Hoorn in a duel to prevent the torture of prisoners. He ended his days honored by Louis XIV as Sieur De Graff.

Gender: Male   Nationality: French

Skills: Other Traits:
 Navigation: 3   Loyalty: 4
 Seamanship: 3   Leadership: 6
 Gunnery: 3   Courage: 6
 Marksmanship: 4   Notoriety: 5

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Henry Morgan

Morgan insisted he was not a pirate, but a privateer. His famous battles, indeed, occurred in time of war. Conspicuous for their lack of military value, these raids created a huge personal fortune for Morgan and really annoyed the Spanish. When Spain and England patched up their quarrel, Morgan was charged with criminal conduct, including allegations of torturing captives. Fortunately for him the two countries did not remain friendly for long. So, instead of hanging Morgan, England knighted him and appointed him Lieutenant-Governor of Jamaica.

Gender: Male   Nationality: English
Skills: Other Traits:
 Navigation: 4   Loyalty: 4
 Seamanship: 3   Leadership: 7
 Gunnery: 3   Courage: 5
 Marksmanship: 3   Notoriety: 5
 Swordsmanship: 4

Long John Silver

For a long time, Long John lived in England as a retired pirate. When he returned to the Caribbbean he came with a youngster named Jim Hawkins. They were looking for Treasure Island, but Long John's inferior navigation brought them to Pirate Cove instead. Jim was enrolled as an unskilled lumberjack and Long John resumed his pirate career.

Gender: Male   Nationality: Spanish

Skills: Other Traits:
 Navigation: 2   Loyalty: 3
 Seamanship: 4   Leadership: 7
 Gunnery: 5   Courage: 2
 Marksmanship: 3   Notoriety: 3

Mary Read

Mary Read learned to cross-dress as a small child because her mother needed a boy to beg more money out of her family. She entered the army as a young 'man' and served in the ranks until peace ruined her shore career. Later a mutiny changed Mary and her fellow seamen into pirates. She frequently proved herself more courageous than most other pirates. Cruising with Calico Jack Rackham, she encountered a warship. While Rackham and most of the pirate crew cowered in the hold, Mary and a few others tried to defend the ship. She died of a fever before she could be hanged.

Gender: Female   Nationality: English

Skills: Other Traits:
   Navigation: 3   Loyalty: 6
   Seamanship: 2   Leadership: 4
   Gunnery: 3   Courage: 7
   Marksmanship: 5   Notoriety: 3
   Swordsmanship: 3

Nickolaas Van Hoorn

Van Hoorn earned an evil reputation as a heavy drinker and torturer. To speed a ransom delivery from Vera Cruz he decided to behead twelve victims and send the heads into town. Laurens De Graff disagreed. In the duel that followed, Van Hoorn received a slight wound which got infected and killed him.

Gender: Male   Nationality: Spanish

Skills: Other Traits:
   Navigation: 3   Loyalty: 2
   Seamanship: 3   Leadership: 3
   Gunnery: 3   Courage: 6
   Marksmanship: 3   Notoriety: 2
   Swordsmanship: 4

Rock Brazilliano

In the latter part of the seventeenth century no pirate chieftain was feared more than Rock, or Roche, Brazilliano. His capacity for drinking and wenching became legendary amongst pirates. But his greatest claim to fame is his unusual policy with regard to prisoners; he often spitted his Spanish captives (still alive) on metal skewers and roasted them. Very nasty.

Gender: Male   Nationality: Spanish

Skills: Other Traits:
   Navigation: 2   Loyalty: 5
   Seamanship: 3   Leadership: 3
   Gunnery: 1   Courage: 7
   Marksmanship: 5   Notoriety: 3
   Swordsmanship: 5

Rosanne Winnefree
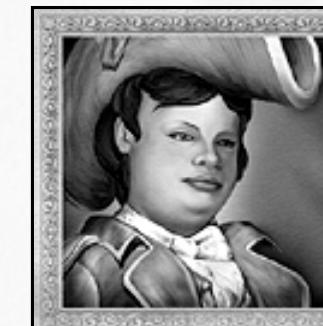
As a young girl, Roseanne was tortured by a French pastry chef who insisted on feeding her to excess, giving her a lifelong hatred of France. Later she married a Spanish merchant ship captain. Becalmed in the doldrums, his ship ran out of food due to the immense quantities consumed by Rosanne. Short rations caused a mutiny in which Rosanne led the crew against her own husband. She assumed command of the ship and began a career of piracy, interrupted by frequent fad diets. Luckily for her, she managed to learn some voodoo at a fat farm and returned to the sea more fearsome than ever.

Gender: Female   Nationality: Spanish

Skills: Other Traits:
   Navigation: 3   Loyalty: 3
   Seamanship: 4   Leadership: 4
   Gunnery: 1   Courage: 5
   Marksmanship: 4   Notoriety: 2
   Swordsmanship: 4
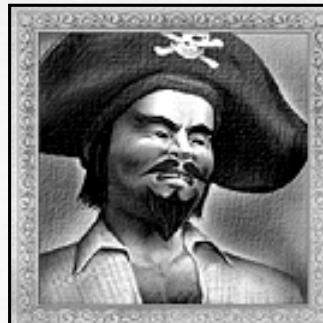
William Kidd

Rich investors gave Captain Kidd command of a pirate hunting expedition. In the Indian Ocean he more or less unintentionally became a pirate instead mainly, it seems, to keep his crew from mutiny. Kidd also more or less unintentionally brained one of his crew with a bucket. Next, he returned to the Caribbean and tried desperately to bribe someone for protection. Soon thereafter Kidd was captured and then hanged in England partly to keep him quiet about his embarrassed investors.

Gender: Male   Nationality: English

Skills: Other Traits:
  Navigation: 3   Loyalty: 2
  Seamanship: 4   Leadership: 2
  Gunnery: 3   Courage: 7
  Marksmanship: 3   Notoriety: 5
  Swordsmanship: 3

Specialists

Aside from lumber and/or gold costs, many buildings in *Tropico 2: Pirate Cove* are "unlocked" for construction only if you have a specific type of skilled captive in your island population. For example, you can't build a Church unless you've got a Skilled Priest on the island, or a Boatyard or Shipyard without a captive Shipwright.

Sometimes these captives are already in your Stockade as the game begins. But in most cases, you acquire specialists when your pirate ships cruise for plunder, or more commonly via special "Kidnap Craftsmen" missions.

Following is an alphabetical list of the skilled specialists in the game.

Bird Handler

A bird handlers rate of parrot training increases with skill. The most skilled bird handlers train anew parrot every two and a half months.

There are 0 Bird Handlers on your island.

All Bird Handlers are female.

Works at: Parrot Aviary.

Required for: Parrot Aviary.

Workers with this skill seem to come most often from Pirate craft.

Workers with this skill seem to come least often from the following types of craft: English, Spanish, French.

Carpenter

The most skilled carpenters produce a peg leg every 6 months. As builders they are up to 100% faster than unskilled builders.

There are 0 Carpenters on your island.

All Carpenters are female.

Works at: Carpenter, Construction Tent.

Required for: Carpenter.

Workers with this skill seem to come most often from Pirate craft.

Workers with this skill seem to come least often from the following types of craft: English, Spanish, French.

Courtesan

The skill of a courtesan adds bonus satisfaction to all her wenching and preening serveices. All courtesans are highly skilled and add maximum or near maximum bonuses.

There are 0 Courtesans on your island.

All Courtesans are female.

Works at: Courtesan & Spa.

Required for: Courtesan & Spa.

Workers with this skill seem to come most often from Spanish craft.

Workers with this skill seem to come least often from the following types of craft: English, Pirate.

Distiller

A distiller's rate of production increases with skill. The most skilled distillers produce a unit of rum in about one week.

There are 0 Distillers on your island.

All Distillers are female.

Works at: Rum Distillery.

Required for: Rum Distillery.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from Spanish craft.

Engineer

An engineer's rate of production increases with skill. The most skilled engineers produce a cannon in about three weeks.

There are 0 Engineers on your island.

All Engineers are male.

Works at: Cannon Foundry.

Required for: Fort, Cannon Foundry.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from Pirate craft.

Gunsmith

A gunsmith's rate of production increases with skill. The most skilled gunsmiths produce a unit of muskets in about two weeks.

There are 0 Gunsmiths on your island.

All Gunsmiths are male.

Works at: Gunsmithy.

Required for: Gunsmithy.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from the following types of craft: Spanish, French, Pirate.

Skilled Blacksmith

A blacksmith's rate of production increases with skill. The best skilled blacksmith takes twelve days to make a unit of cutlasses, and nine days to make pig iron.

There are 0 Skilled Blacksmiths on your island.

All Skilled Blacksmiths are male.

Works at: Blacksmithy, Blast Furnace.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from Pirate craft.

Skilled Cook

The best skilled cooks produce one slop in 6 days. It takes almost 10 days to produce beer or pastries. The skill of a cook also adds bonus satisfaction to all her feasting services. For skilled cooks the largest possible skill bonus is five times the smallest bonus provided by the unskilled.

There are 0 Skilled Cooks on your island.

All Skilled Cooks are female.

Works at: Bakery, Brewery, Chuck Tent, Smuggler's Dive, Cheap Eatery, Inn, Sea Ration Factory.

Required for: Bakery, Cheap Eatery, Inn.

Workers with this skill seem to come most often from French craft.

Workers with this skill seem to come least often from English craft.

Hatter

A hatter's rate of production increases with skill. The most skilled hatters produce a pirate hat in about six months.

There are 0 Hatters on your island.

All Hatters are male.

Works at: Hat Shop.

Required for: Hat Shop.

Workers with this skill seem to come most often from Pirate craft.

Workers with this skill seem to come least often from the following types of craft: Spanish, French.

Shipwright

The higher the skill, the faster a shipwright works. The most skilled shipwrights use one lumber every two and a half days.

There are 3 Shipwrights on your island.

All Shipwrights are male.

Works at: Boatyard, Shipyard.

Required for: Boatyard, Shipyard.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from Spanish craft.

Skilled Farmer

A farmer's skill improves the amount harvested. A top skilled farmer reaps roughly twice as much the worst unskilled farmer, depending on the crop.

There are 0 Skilled Farmers on your island.

Some Skilled Farmers are men, some are women.

Works at: Banana Farm, Corn Farm, Papaya Farm, Sugarcane Farm, Tobacco Farm.

Required for: Bakery, Banana Farm, Papaya Farm, Sugarcane Farm, Tobacco Farm.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from Pirate craft.

Skilled Lumberjack

A lumberjacks's skill determines how fast he cuts wood or makes lumber. The best skilled lumberjack takes about five days to make one lumber.

There are 0 Skilled Lumberjacks on your island.

All Skilled Lumberjacks are male.

Works at: Sawmill, Timber Camp.

Workers with this skill seem to come most often from French craft.

Workers with this skill seem to come least often from Pirate craft.

Skilled Miner

A miner's skill improves the mining rate. The best skilled miner works about 40% percent faster than the worst unskilled miner.

There are 0 Skilled Miners on your island.

All Skilled Miners are male.

Works at: Iron Mine.

Workers with this skill seem to come most often from Spanish craft.

Workers with this skill seem to come least often from Pirate craft.

Skilled Priest

The skill of a priest adds bonus satisfaction to all worshipping. For skilled priests, the largest bonus is five times the bonus offered by the worst unskilled priests.

There are 0 Skilled Priests on your island.

All Skilled Priests are male.

Works at: Church.

Required for: Church.

Workers with this skill seem to come most often from Spanish craft.

Workers with this skill seem to come least often from the following types of craft: English, Pirate.

Skilled Trader

Skilled traders tend make you pay less when you buy, and they sell your goods to others for more.

There are 0 Skilled Traders on your island.

All Skilled Traders are male.

Works at: Smuggler's Cove, Black Market.

Required for: Smuggler's Cove.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from French craft.

Skilled Wench

The skill of a wench adds bonus satisfaction to all her wenching and preening services. For skilled wenches, the largest possible skill bonus is five times the bonus provided by the worst wenches.

There are 0 Skilled Wenches on your island.

All Skilled Wenches are female.

Works at: Brothel & Salon, Wench & Masseuse.

Required for: Brothel & Salon.

Workers with this skill seem to come most often from Pirate craft.

Workers with this skill seem to come least often from English craft.

Skilled Server

The skill of a server adds bonus satisfaction to all her gambling and drinking services. For skilled servers the largest possible skill bonus is five times the bonus provided by the worst servers.

There are 0 Skilled Servers on your island.

All Skilled Servers are female.

Works at: Casino, Smuggler's Dive, Cheap Eatery, Gambling Den, Inn, Animal Pit, Tavern.

Required for: Inn, Tavern.

Workers with this skill seem to come most often from Pirate craft.

Workers with this skill seem to come least often from the following types of craft: English, Spanish, French.

Skilled Surgeon

A skilled surgeon is a relief to anyone who has ever had a cannon ball strike anywhere near him.

There are 0 Skilled Surgeons on your island.

All Skilled Surgeons are male.

Works at: Apothecary, Surgery.

Required for: Apothecary, Surgery.

Workers with this skill seem to come most often from the following types of craft: English, Spanish, French.

Workers with this skill seem to come least often from Pirate craft.

Tobacconist

A tobacconist's rate of production increases with skill. The most skilled tobacconists produce a unit of cigars in about one week.

There are 0 Tobacconists on your island.

All Tobacconists are female.

Works at: Cigar Factory.

Required for: Cigar Factory.

Workers with this skill seem to come most often from the following types of craft: English, Spanish, French.

Workers with this skill seem to come least often from Pirate craft.

Walking Dead

Aside from their skill, skeletons make great haulers because they never rest, eat or escape.

There are 0 Walking Dead on your island.

Some Walking Dead are men, some are women

Works at: Bakery, Blacksmithy, Blast Furnace, Brewery, Brothel & Salon, Casino, Chuck Tent, Courtesan & Spa, Smuggler's Cove, Rum Distillery, Smuggler's Dive, Dock, Cheap Eatery, Cannon Foundry, Gambling Den, Gunsmithy, Inn, Sawmill, Tavern, Cigar Factory, Sea Ration Factory.

Laborers

Unskilled captives can take a number of jobs on your island. Note that some jobs are gender-specific. For example, only female captives can take Cook positions, while only male captives can be Blacksmiths.

Here's an alphabetical list of the unskilled labor positions in the game.

Blacksmith

A blacksmith's rate pf production increases with skill. The best unskilled blacksmith takes seventeen days to make a unit of cutlasses, and twelve days to make pig iron.

There are 0 Blacksmiths on your island.

All Blacksmiths are male.

Works at: Blacksmithy, Blast Furnace.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from Pirate craft.

Builder

A builder's skill determines the rates of using lumber for construction and land flattening. The best unskilled builder is about 50% faster than the worst.

There are 0 Builders on your island.

Some Builders are men, some are women

Works at: Construction Tent.

Workers with this skill seem to come most often from Pirate craft.

Workers with this skill seem to come least often from the following types of craft: English, Spanish, French.

Cook

The best unskilled cook can produce one slop in 8 days. It takes her almost 2 weeks to produce beer or pastries. The skill of a cook also adds bonus satisfaction to all her feasting services. For unskilled cooks the largest possible skill bonus is three times the smallest bonus.

There are 2 Cooks on your island.

All Cooks are female.

Works at: Bakery, Brewery, Chuck Tent, Smuggler's Dive, Cheap Eatery, Inn, Sea Ration Factory.

Workers with this skill seem to come most often from French craft.

Workers with this skill seem to come least often from English craft.

Farmer

A farmer's skill improves the amount harvested. The best unskilled farmer reaps 25 – 50 % percent more than the least skilled, depending on the crop.

There are 4 Farmers on your island.

Some Farmers are men, some are women

Works at: Banana Farm, Corn Farm, Papaya Farm, Sugarcane Farm, Tobacco Farm.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from Pirate craft.

Hauler

Hauling is the basic labor of moving commodities around the island.

There are 18 Haulers on your island.

Some Haulers are men, some are women

Works at: Bakery, Blacksmithy, Blast Furnace, Brewery, Brothel & Salon, Casino, Chuck Tent, Courtesan & Spa, Smuggler's Cove, Rum Distillery, Smuggler's Dive, Dock, Cheap Eatery, Cannon Foundry, Gambling Den, Gunsmithy, Inn, Sawmill, Tavern, Cigar Factory, Sea Ration Factory.

Lumberjack

A lumberjacks's skill determines how fast he cuts wood or makes lumber. The best unskilled lumberjack takes about a week to make one lumber.

There are 5 Lumberjacks on your island.

All Lumberjacks are male.

Works at: Sawmill, Timber Camp.

Workers with this skill seem to come most often from French craft.

Workers with this skill seem to come least often from Pirate craft.

Miner

A miner's skill improves the mining rate. The best unskilled miner works 25% percent faster than the least skilled.

There are 0 Miners on your island.

All Miners are male.

Works at: Iron Mine.

Workers with this skill seem to come most often from Spanish craft.

Workers with this skill seem to come least often from Pirate craft.

Priest

The skill of a priest adds bonus satisfaction to all worshipping. For unskilled priests, the largest bonus is three times the smallest.

There are 0 Priests on your island.

All Priests are male.

Works at: Church.

Workers with this skill seem to come most often from Spanish craft.

Workers with this skill seem to come least often from the following types of craft: English, Pirate.

Server

The skill of a server adds bonus satisfaction to all her gambling and drinking services. For unskilled servers the largest possible skill bonus is three times the smallest bonus.

There are 3 Servers on your island.

All Servers are female.

Works at: Casino, Smuggler's Dive, Cheap Eatery, Gambling Den, Inn, Animal Pit, Tavern.

Workers with this skill seem to come most often from Pirate craft.

Workers with this skill seem to come least often from the following types of craft: English, Spanish, French.

Surgeon

Unskilled surgeons are sometimes good barbers. Otherwise, it's better to rely on the gangrene getting better on its own.

There are 0 Surgeons on your island.

All Surgeons are male.

Works at: Apothecary, Surgery.

Workers with this skill seem to come most often from the following types of craft: English, Spanish, French.

Workers with this skill seem to come least often from Pirate craft.

Trader

Unskilled traders tend make you pay high prices when you buy, and they sell your goods to others for less.

There are 0 Traders on your island.

All Traders are male.

Works at: Smuggler's Cove, Black Market.

Workers with this skill seem to come most often from English craft.

Workers with this skill seem to come least often from French craft.

Wench

The skill of a wench adds bonus satisfaction to all her wenching and preening services. For unskilled wenches, the largest possible skill bonus is three times the smallest bonus.

There is 1 Wench on your island.

All Wenches are female.

Works at: Brothel & Salon, Wench & Masseuse.

Workers with this skill seem to come most often from Pirate craft.

Workers with this skill seem to come least often from English craft.

TROPICO 2 PIRATE COVE

Official Strategy Guide by Rick Barba

BradyGAMES Staff

Credits

Acknowledgments

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